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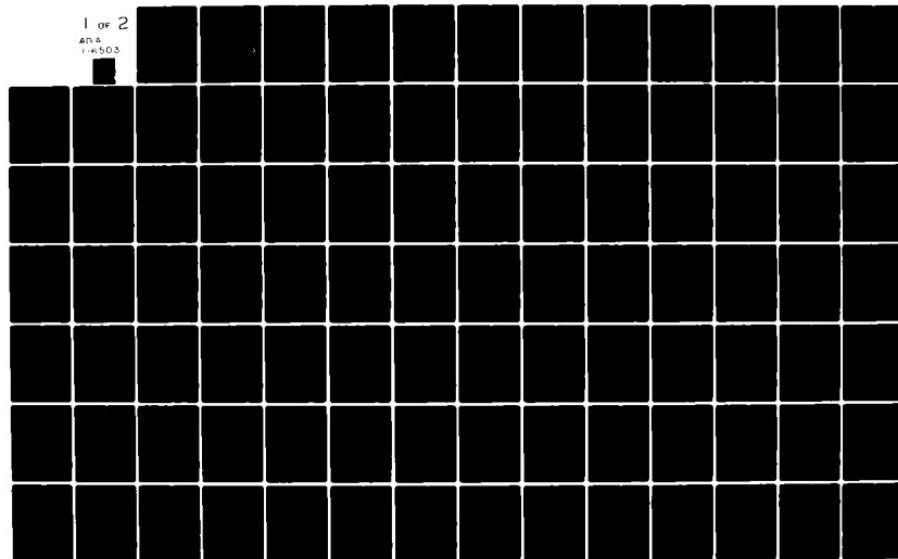
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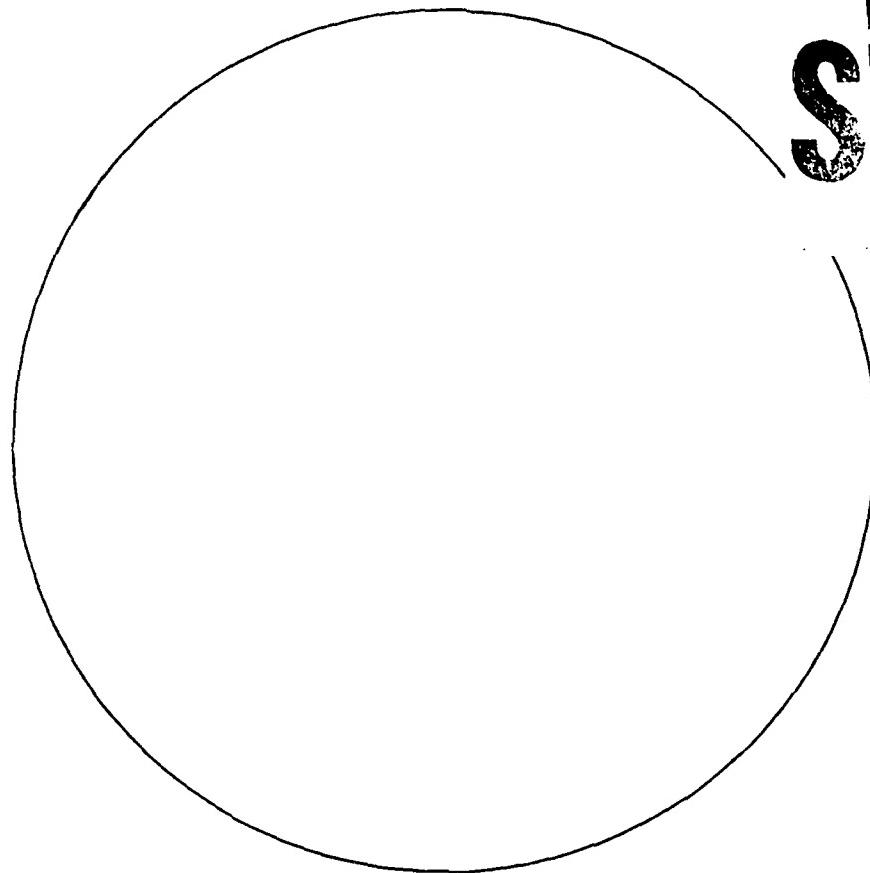
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OF THE INFOPLEX SOFTWARE TEST VEHICLE
(PART II)

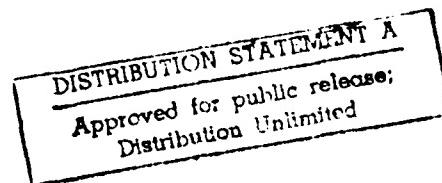
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BY
Peter Lu

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physically recorded data. Upon completion, this facility will be integrated within the current implementation of the STV for the INFOPLEX Functional Hierarchy which lacks the support for virtual information processing.

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Virtual Information Facility
of the INFOPLEX Software Test Vehicle

by

PETER LU

Submitted to the Department of Electrical
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requirements for the degree of
Bachelor of Science

Abstract

This thesis is a software design and implementation of the rear-end for the Virtual Information Facility of the INFOPLEX data base computer. It is part of a major effort to develop a software simulation, so called a Software Test Vehicle, STV , for the underlying architecture of INFOPLEX.

INFOPLEX is a hierarchical architecture for data base computers, based on functional decomposition of data base operations. It is a current research project of the Information Systems Group at M.I.T.'s Sloan School of Management. Within the INFOPLEX architecture, a functional hierarchy of information management functions is built on top of a storage hierarchy of information storage functions. These two independent hierarchies are further divided into many sub-levels, each of which is devoted to a more specific function of data base activities.

The virtual information facility is a single level of operations situated within the functional hierarchy. It supports the use of virtual information, a virtual entity based on procedural relationships and derivations from physically recorded data. Upon completion, this facility will be integrated within the current implementation of the the STV for the INFOPLEX functional hierarchy which lacks the support for virtual information processing.

Thesis Supervisor: Professor Stuart E. Madnick
Sloan School of Management, M.I.T.

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1.0.0 INTRODUCTION

INFOPLEX DATA BASE COMPUTER is a current research project of the Information Systems Group at M.I.T.'s Sloan School of Management. It proposes a new architecture whose objectives are to provide substantial improvements in information management performance over conventional computer architectures, and to provide highly reliable support for very large and complex data bases.

1.1.0 INFOPLEX OVERVIEW

Progress of modern society has put increasingly more new and challenging demands upon the capability and performance of information storage, retrieval, and management. Conventional computers, whose architecture is designed primarily for computational objectives, are not suited to meet the requirements of these new demands. Efforts have been made in four different areas to build computer systems which will suit our information needs today, and in the future: (1) new instructions through microprogramming, (2) intelligent controllers, (3) dedicated computers for data base operations, and (4) data base computers. INFOPLEX is a research project belonging to the fourth category.

1.1.1 CONCEPT

INFOPLEX employs the concept of hierarchical decomposition which organizes information management functions into a functional hierarchy, and the physical memory management functions into a storage hierarchy (Madnick 78); both hierarchies consist of many independent levels of operation, each of which supports a different set of information or storage management functions through the use of multiple microprocessors.

1.1.2 INFOPLEX ARCHITECTURE

As stated previously, INFOPLEX is an architecture for data base computers based on hierarchical decomposition. A functional hierarchy of information management functions is built on top of a hierarchy of information storage functions. Both hierarchies are further divided into many functionally independent levels of operation, each of which is to be supported by a set of micro-processors operating in parallel with one another. A global Communication Bus coordinates inter-level transmission of data. This hierarchical architecture exploits the advantages of functional modularity of operations, and of parallel processing of micro-processors to systemize data base activities and to achieve a prescribed level of efficiency. A graphical illustration of this architecture is presented in appendix A (1.1.2).

1.1.3 FUNCTIONAL HIERARCHY

Current architecture of the functional hierarchy (Hsu 1982) with respect to data abstraction consists of four separate levels: (1) external level, (2) conceptual level, (3) entity level, and (4) internal level. A part of the conceptual level is a virtual information facility (Hsu 1982). These four levels of information management are highly independent of one another, and each is responsible for a different but necessary phase of information processing in a data base computer.

1.1.4 RESEARCH ISSUES

Major efforts of INFOPLEX research are devoted to the design, modeling, and evaluation of an optimal decomposition strategy for both the functional and memory hierarchy of information management and storage operation, and also to the study of an associated distributed control mechanism. This control mechanism would be used to coordinate the activities of and inter-level communications within the hierarchies.

1.2.0 THESIS OBJECTIVE

This thesis shares a joint mission with a concurrent thesis by Jameson Lee. The two theses are entirely separate in functionalities, but closely related and dependent upon one

another for a complete software simulation of the virtual information facility on the INFOPLEX data base computer architecture. This facility would incorporate the design and implementation of two sub-levels of the INFOPLEX functional hierarchy, the virtual information level, and an user interface level which is tailored for the use of virtual information processing.

Jameson Lee's thesis is responsible for the fulfillment of the front-end objectives of the joint mission; his objectives include the design and implementation of the following:

- a) A data base language to support virtual information
- b) A finite state machine to parse data base statements written in this language
- c) A user-interface tailored to the use of virtual information.
- d) A processor to process the creation, listing, and modifications of virtual definitions, as well as the substitution of these definitions into data base statements in actual use.

This processor would also be responsible for transforming data base statements into a chain of tokens, each of which

would include an indicator describing the classification of the token according to a prescribed classification scheme.

My objectives involve the implementation of the following:

- a) An execution tree of expressions and conditions within retrieval statements.
- b) A parser which implements a finite state machine that takes the `match-action-next_state` rules as input from the front-end.
- c) An entity set table of real and virtual entity sets within retrieval statements.
- d) An interface with the entity level in regard to the passing of values of real attributes.
- e) An extraction of the data which the user specified in his/her database statements.
- f) A virtual definition catalogue which consists of two separate dictionaries, permanent and adhoc.

The combined objectives of my "back-end" and Jameson Lee's "front-end" would fulfill our joint mission as mentioned ear-

lier, namely, to construct in software a virtual information facility with its own user interface, from here on referred to as VIFI, the Virtual Information Interpreter.

1.2.1 BACKGROUND

In the three short months in which VIFI was developed, we labored and wished to exhibit a certain degree of professionalism in its design and implementation. The merits of modular programming, of innovative algorithms, of performance efficiency, of functional capabilities, of user-friendliness of the proposed data based language, of program organization and flexibility, and even of consistencies in programming style were evaluated against time and labor limitations. A serious attempt was made to incorporate all of these characteristics into our Virtual Information Interpreter.

2.0.0 VIRTUAL INFORMATION

2.1.0 Concept

The concept of virtual information in data base systems has been developed and examined in earlier research of the Information Systems Group. Basically, there is a spectrum of the kinds of information which may be retrieved from a data base. Along this spectrum, pure data occupy an extreme on one end, and pure algorithms occupy the extreme on the other. In between these two extremes are the information which may be derived from a combination of data and algorithms; such information are dynamic and procedural in nature, and are referred to as Virtual Information.

2.2.0 CLASSIFICATION

Virtual information may be categorized into three major classes: factored facts, inferred facts, and computed facts. Together, these three classes of virtual information and combinations thereof, constitute the portion of the information spectrum between the two extremes of pure data and pure algorithms.

2.2.1 FACTORED FACTS

Factored facts, subsets of data elements, based on certain prescribed conditions, or so called predicates, of attribute values, are often very valuable in structuring information in a useful manner. For instance, if a certain data base maintains records of weight, hair color, and salary for a group of employees, it may be useful to select from this group those individuals who share a certain condition on their attribute values, such as having black hair, making a salary greater than 8 dollars per hour, or weighing over 300 pounds. It is important that users of information should be able to access information independent of the particular factoring involved; this would imply the ability to support multi-level factoring, or repeated factoring of data.

2.2.2 COMPUTED FACTS

Computed facts are those information which are obtainable through the application of particular computational algorithms and operators on data or groups of data. These operators include arithmetic, comparative, boolean, and other kinds of functions. In the very least, computed facts include those pure data manifested in a different form, with a different unit of measure, or an alias name. For instance: a user may define a virtual age attribute to be the difference between the current year and a person's birth-year, a virtual rectangular area attribute to be the length multiplied by the width, or an

attribute value in the unit of inches to be 12 times the attribute value in the unit of feet. In this sense, transformations between different units of measure are intrinsic to the operations of computed facts.

2.2.3 INFERRRED FACTS

Inferred facts pertain to implicit relationships which the data base system may arrive at through certain levels of indirection. In other words, a path, although indirect, does exist which leads to the desired data in storage. There are two ways by which the system on its own can support this kind of virtual information. The first method is by an exhaustive search of all possible paths, and the second is the application of a certain degree of artificial intelligence to deduce a viable path to the target data. Well, the first method is unbounded in computing time, and even when a path is found, it may not be the correct path; the second method is far fetched at this time. Therefore, we will give our attention to a different but comparable set of inferred facts which is implementable, and we give it the name Pseudo Inferred Facts. Pseudo Inferred Facts are exactly the same as inferred facts except that all the indirections will be explicitly designated by the user. With this strategy, exhaustive search is not necessary, artificial intelligence is not necessary, and the specified path would always be the designated and correct path. For instance, the Uncle relationship may be defined as the application of the

Brother relationship after the application of the Mother relationship.

2.3.0 SPECIFICATION

Users of information, through the virtual information facility, define their own working environment and the manner in which they would like to use the physical and underlying data. Such definitions of virtual information may be accomplished through a virtual information definition language. The virtual information facility would accept virtual information definitions and their modifications in the definition language, and respond to virtual information retrieval requests through a separate virtual information retrieval language.

2.4.0 MERITS

There are several major merits in the support of virtual information in a data base system. It is dynamic in nature because its definition may be created, deleted, and modified readily; its definition applies to all instances of data where it may apply, and yet there is but only one copy of this definition stored in the system. By facilitating the ease of modification, it enhances data base flexibility, by eliminating redundant physical records, it contributes to more consistent data, and by being procedural in nature, it enhances

information accuracy through the delay in the evaluation of data which vary over time or other changing factors until their time of use. These kinds of merits are based on virtual information's association with procedural relationships. For instance: the stored algorithm for computing age would eliminate the need to update the age attribute day by day if it were physically stored, and would be applied to calculate anyone's age, thus eliminating redundancy of stored information.

Virtual information also conserves the use of vast amounts of physical storage. It makes unnecessary the storage and maintenance of those information which may be derived upon request. This raises the issue of Time/Space trade-off, which should be seriously considered when deciding which kinds of fundamental data are or are not to be physically stored. Derivation upon requests will have the added cost of derivation; therefore, those information which will be used many times and are also difficult to derive may be the best kind of data to be physically stored; those information which is seldomly used and easy to derive may be the best kind of data not to be physically stored. Furthermore, the situation is made even more complex as we realize that the definitions themselves will require the use of physical storage. Thus, it wouldn't be an easy task to decide which kinds of data are to be derived, or to be actually stored.

The definition of virtual information on a per user basis would simulate an entire virtual data base for each individual user. Each one would be free to tailor the data base to his own preferred view or use through the virtual information definitions. A particular set of virtual definitions may be very useful for one group of users, and another set for another group of users. In this sense, each one has gotten a data base suited for his own use while not affecting anybody else's usage of the data base. A logical extension of this scenario is to implement access control mechanisms such that users may establish a controlled sharing of sets of virtual information definitions with one another; the data base administrator may monitor all such sharing to prevent unauthorized access to a certain set of virtual information functions. However, in a scenario as such, a separate catalogue would have to be maintained for each and every user, and considerable catalogue management would be required. Such is the cost for this individually user-tailored data base functionality, a secondary merit of the use of Virtual Information.

2.5.0 APPROACH

The concept of virtual information leads directly to a functional approach to data bases. A virtual information facility would be treated as a collection of functions, and retrieved data would be regarded as functional values. Virtual information requests correspond to function invocations; this func-

tional approach to information readily supports procedural relationships on which based the concept of virtual information. As a result, a virtual information facility is likely to resemble very much a language interpreter which accepts functional definitions and responds to functional invocations with specified arguments.

3.0.0 FUNCTIONALITIES

There are numerous functionalities to a virtual information facility, each of which may be implemented to a varying degree of completeness. Although it may be desirable to implement all the functionalities there are wherever possible, it may be too impractical and less than meaningful for the initial version of the implementation. Thus, we have not implemented the One Data Base per user feature of virtual information capabilities which we have described in the previous chapter. Later portions of this chapter would describe the functionalities of virtual information which we did implement; surely, not all of these implementations would be without room for further refinement, even though they already include an extensive set of virtual information capabilities.

3.1.0 UNDERLYING DATA MODEL

The virtual information facility lies on top of the entity set level of the functional hierarchy. In this level, the data base is seen as a network of entity sets and their attributes. Each entity set may have a varying number of attributes, some of them being value attributes and others being entity attributes. (Hsu 1980) The value attributes include a set of attribute values, and the entity attributes represent

relationships leading to other entity sets. Illustrations are found in appendix A (3.1.0).

3.2.0 ACTIVE WORKSPACE

We have developed an active workspace which incorporates a line editor with full screen display, through which user commands may be issued. The workspace consists of two buffers, an execution buffer, and a transaction buffer. The transaction buffer holds many data base statements which will be executed sequentially when the transaction buffer is executed. The execution buffer holds a single data base statement and will be automatically executed when a data base statement is completed. A number of buffer commands is created to manipulate buffer contents. Examples of these commands as well those of the data base statements are illustrated in Appendix A (3.2.0) since their design is detailed in the front-end description of the VIFI.

3.3.0 PERMANENTLY DEFINED VIRTUAL INFORMATION

Permanent virtual information may be defined through the Define statement. Such definitions will be stored in a global dictionary, or catalogue, in the form of character string, and will remain there until explicitly removed or over-written by a different definition. Examples may be found in appendix A (3.3.0).

3.4.0 ADHOC VIRTUAL INFORMATION

Virtual information definitions may be derived for only the duration of a single transaction. When all statements within the transaction are executed, the adhoc dictionary would be erased. Within the transaction, adhoc definition may be created, deleted, as well as modified at any time. With this feature, each transaction would be associated with a catalogue of its own, and would not interfere with the concurrent activities of other transactions executing in parallel. At this stage, we do not support concurrent transactions, but adhoc definition capability is still useful in the principle of individual environments of transactions and the scoping of virtual variables. Naturally, the permanent dictionary would also be accessible from within each transaction.

3.5.0 NOTION OF A TRANSACTION

A transaction is a body of executable statements joined together within a single context. This context is provided by the adhoc dictionary associated to the particular transaction. A transaction is created within the transaction buffer, and will remain there until it is explicitly over-written, erased, or executed. Merits of this transaction concept are threefold: a) a group of statements which collectively does a certain task may be consolidated to exhibit logical unity. b) a shared context may be created and maintained for each transaction, a sign

of transactional modularity and independence from one another.

c) the execution of the consolidated operations in a transaction may be put off until a more opportune moment, by which time new permanent or adhoc virtual information definitions may be defined either to supplement or to replace existing definitions.

3.6.0 VIRTUAL ATTRIBUTES

Virtual attributes equated to the results of computational algorithms acting on available data or of designated indirect references may be explicitly defined through the Define data base statement. This feature incorporates the support for Computed Facts as well as for Pseudo Inferred Facts. For instance, the following is the definition and usage of two virtual attributes, income and ship-country, a computed fact, and a pseudo inferred fact.

```
Define income as salary - expenses ;
Retrieve ({teachers}) by ({v0} name,income) ;
```

The foregoing retrieve statement returns two vertical columns of data. The first column being teacher's name, and the second column being their corresponding incomes.

```
Define ship-country as company { country (name)) ;
Retrieve ({ship}) by ({v0} name, ship-country) ;
```

This foregoing retrieve statement returns two columns of data, the first being individual ship names, and the second being the name of the country to which the ship belongs. More examples of this entity set is in appendix A (3.6.0).

3.7.0 CONDITIONS ON REAL OR VIRTUAL ATTRIBUTES

Arbitrary conditions on real or virtually defined attributes may be defined by INFOPLEX users as the shared 'condition' on their data values from which factored facts may be later constructed. For example:

```
Define old as age > 70 ;  
Define rich as assets > 1000000 ;  
Retrieve ({people} where (rich and old))  
by ({V0} name);
```

The foregoing retrieve statement would return a list of names of those people whose age > 70 and assets > 1000000.

3.8.0 VIRTUAL ENTITY SETS

Aside from virtual attributes, we also support a basic notion of virtual entity sets. We recognize two kinds of virtual entity sets:

a) Union, intersection, or cartesian of real or previously defined virtual entity sets based on their real and virtual attribute values.

b) Subsetting of real or virtual entity sets based on certain conditions on their real and virtual attribute values.

For instance:

Define ClassAB as $\{\{\text{ClassA}\} \text{ MU } (\text{Name}) \{\text{ClassB}\}\}$;

ClassAB is defined as the result of a multiple-union operation on entity sets ClassA and ClassB, based on a common attribute called Name.

Define RichMen as $\{\text{Men}\} \text{ where } (\text{assets} > 1000000)$;

RichMen is defined as a virtual subset of the set Men, based on the values of its asset attributes.

The complete set of union and intersection operators as well as the cartesian product operator between entity sets is illustrated in appendix A (3.8.0). Also included are details of the capability to specify various conditional predicates on attribute values.

3.9.0 GENERALIZED MACRO FACILITY

Users will be able to give arbitrary definitions to specified names and later substitute for these names in the database statements. In this sense, the define statement may be used not only to define virtual attributes and virtual entity sets, but also random definitions that may seem to be incoherent without the proper context. When a retrieval statement is to be executed, each word within the statement is checked against a list of stored definition names; any word that matches with any definition name would be replaced from the dictionary by the definition. Furthermore the words in the definition substituted would likewise be substituted, if possible.

3.10.0 EXTENDABLE FUNCTIONALITIES

3.10.1 USER DEPENDENT VIRTUAL DEFINITIONS

This particular functionality is not difficult to implement, but it may be unnecessary at this stage of the project. It simply would require a separate catalogue for each user which includes an access control list, proper search rules including default situations, and adequate coordination and control mechanisms to manage the various catalogues. It would increase the cost in terms of time and space efficiency. Thus, we have not included this functionality in this version of virtual information implementation. Nevertheless, if circumstances in

later time are such that the support for user dependent catalogues is so desirable as to more than compensate for its cost of implementation, this functionality may be added readily. At this time, we can simulate this by tagging all definition names with the unique user id of the user and hence make the name unique.

3.10.2 INFERRED FACTS OF UNDESIGNATED INDIRECTION

Inferred facts with undesignated indirection, rather than pseudo inferred facts with designated indirection, is likely to have tremendous costs in system performance whenever it is to be implemented. As previously stated, this would require either an exhaustive search or a certain level of artificial intelligence, both of which require large amounts of resources in computing power, storage and time. Furthermore, in order to verify that the indirection the system chooses at each step along the way is correct, the user has to monitor the computer decisions interactively; this defeats the original purpose of not having the user to designate his intended path of indirection. Thus, it seems very doubtful that this functionality will ever be implemented unless the requirements for user monitoring of the decision process is somehow eliminated.

4.0.0 OVERVIEW OF VIRTUAL INFORMATION SUB-SYSTEM

4.1.0 DIVISION BY INFOPLEX SUB-LEVELS

The virtual information sub-system related to our project extends into two levels of INFOPLEX, due to necessity from the modular designer's point of view. The interaction between the user and the input peripherals of the sub-system must be isolated to one level, separate from that used to process the requests. Since part of our sub-system resides in a level external to the Virtual Information Level, data flow must be channeled through the INFOPLEX control structure data bus when passing to and from the input section to the processing section, in a proper implementation. A diagram of our entire sub-system and the surroundings is in appendix A (4.1.0).

4.1.1 USER INTERFACE LEVEL

The user interface level currently consists of a user interface activity coordinator and a virtual information interface buffer. When completely and correctly implemented, the user activity coordinator acts as a switchbox to activate either the virtual information interface buffer or a real information interface buffer. Likewise, it arbitrates between sending the input data to the virtual information processor or the real

information process in the Virtual Information Level. In addition to placing user inputs into proper storage, the interface buffer alters certain characters from the input so that the lower levels may safely use those characters as delimiters.

4.1.2 VIRTUAL INFORMATION LEVEL

This level is partitioned into two sections, one of which is the real information processor that creates and updates entity sets. We are not concerned with that portion of the design. The section of interest is the virtual information processor. Here we have a virtual information activity coordinator that sequences the data manipulators. First it has the input statements cleaned of virtual information by substitution from the dictionary; it then converts the statements into tokens. The tokens translate into database query commands when they are parsed using finite state transition rules. The coordinator then sends some queries to the lower INFOPLEX entity level for processing. The returned data are relocated to useable storage and processed further to extract the exact elements which the user specified by his/her command. Control then goes back to the User Interface Level.

4.2.0 INTERNAL INTERFACES

To avoid unnecessary conflicts and lack of determinism in data transfer between routines internal to a level, the coordina-

tors in the two levels, User Interface and Virtual Information, are capable of monitoring all data movements. This is a merit of the horizontal structuring of data accessing and processing paths. Each interface is well defined. The user interface coordinator transfers character buffers in both directions to the buffer processor. The buffer can be then altered minimally and sent down the INFOPLEX bus. The virtual information level activity coordinator sends a facsimile of the character buffer to the tokenizer and receives a list of tokens in return. The virtual level coordinator then passes the tokens to the parser and receives a set of filled tables which are copied into a simplified version to be used as a query request to the lower levels. The filled tables become the main means of transferring data from then on. There presently exists a dictionary which should be later fully embedded in the database storage system. In other words, we treat internal interfaces very much like the external ones which attach to the INFOPLEX bus, since we want modularity and simplicity of operation.

5.0.0 STORAGE ARCHITECTURE AND MANIPULATING METHODS

Since the data retrieval requests and returns are based on structures, a necessity exists to clarify what is involved in accessing these structures and to exhibit the kinds of data manipulation that can be performed on the structures.

5.1.0 INTER-LEVEL QUERY STRUCTURES

5.1.1 ENTITIES

The structure ENTITY consists of thirteen sets of vertically arranged entity set representations. Each entity has a NAME, DEPTH (number of values in a single occurrence attribute), VES_FN (entity set function), WHERE (discrimination tree pointer), N_PARENT (entity parents pointers), VES_PAR (virtual entity set pointer to attribute map between parent entities and child entity), and a set of fifteen attributes. Each attribute has a VES_KEY (designates a key attribute to a virtual entity set), CART_KEY (designates a cartesian key attribute to a cartesian virtual entity set), SING_OCC (designates a 1:1 correspondence attribute), A_PARENT (assigns attribute parent if non-zero), USES (attribute name), and LIST (locates all values of an attribute).

Real entity sets are created from the information available in the entity set representation. An abridged version of ENTITY is made and sent to the entity level of INFOPLEX and is returned with attribute values linked to it.

Virtual entity sets are created from real entity sets or from existing virtual entity sets. Whenever VES_FN specifies that an entity set is virtual, the N_PARENTs have their attributes mapped by the N_MAP attached to VES_PAR. Based on the proper relationship amongst the keys and labels, N_MAP determines which attributes are generated by which existing attributes; this map is extremely useful for future linking of attributes across entity sets. The VES_FN defines the particular scheme for creating the entity set.

5.1.2 ATTRIBUTE VALUES AND LEVELS

The ATTRIB structure of itself is very simple. It contains one attribute value and the level number of that value. The inter-relations of the ATTRIBs is flexible but complex. Attribute values are linked across the attribute table in the entity set by the level number; such a set is always copied or skipped as one since the correspondence is entire. An example can be seen in appendix A (5.1.2).

5.2.0 INTER-LEVEL CONDITION STRUCTURES

5.2.1 EXECUTION TREE

XTREE is structured such that it represents a tree with nodes and links. Traversal through the tree gives a natural sequence of performing operations and hence a correctly built tree can be used as the control structure of data processing. Each node uses the LABEL field once and each arc of a node uses one LINK. The number of links in a node is stored in CHILD so that tree traversal is easily achieved.

5.2.2 TRANSITION RULES MACHINE

MACH stores the information that is necessary to transform database statement tokens to query structures. In a full implementation of INFOPLEX, MACH should be totally static, since it is needed for any inputs to the VIFI. The control structure itself should boot up the entering of information into this table.

5.2.3 ADDITIONAL INFORMATION TABLE

Useful for storing more information than is allowed by a single node in XTREE, and as a workspace to generate attributes, XCHNGE should reside in the VIFI as a local storage area, in the same respect as ENTITY.

5.3.0 EXTRA-LEVEL QUERY STRUCTURES

5.3.1 QUERY REQUESTER

RETE_ARG is basically an extracted version of ENTITY, with control structure information added. Additionally, it has a COND sub-structure to store simplifiable conditions for lower level processing.

5.3.2 QUERY INFORMATION RETURN

RETE_RTN is essentially the storage carrier for ATTRIB. It contains control structure information.

5.4.0 PSUEDO EXTRA-LEVEL QUERY STRUCTURES

There is currently storage used to simulate storage that should be available from within the database itself. This is due to the fact that simulated retrievals are more easy to handle and check for errors.

5.4.1 THE DICTIONARY

The DICTION table is split into three sub-tables, to simulate a number-of-lookups CHECKer, an ADHOC dictionary, and a MAIN dictionary. With appropriate tagging and cataloguing of definition names, the main dictionary should eventually be able to

take on this task. Certain amounts of security restriction can
be made by this dictionary interface as well.

6.0.0 SOFTWARE IMPLEMENTATION

The software described is fully listed in appendix B. We used PL/I on the IBM 370 machine, CMS operating system. Only those rear-end routines are described; front-end implementation can be found in Jameson Lee's documentation. By relating to the overview diagram in appendix A, one can see the correlation of the software routines.

6.1.0 DICTIONARY

The dictionary routine, DCTNRY, is used only to simulate the storage of data in the main database. Since some necessary functions, such as template string matching or variable length strings, are not yet available in the database, a more powerful simulator was substituted. Due to the modularity of the system, it would be trivial to replace this with the real thing.

Our dictionary currently has a few special features. It can do pseudo parameter passing by replacing characters in the definition by characters in the definition name matching string. It has a counter that prevents unlimited circular definitions. Most of all, it has a defined search order that consists of the built-in function catalogue, the adhoc dictionary, and the main dictionary. The adhoc dictionary and the

counter can be cleared by a special command generated by the dictionary user.

6.2.0 MACHINE DEFINER

DEFMCH simply reads the transition rules from an input file into a table which can be accessed more readily by indexing.

6.3.0 LANGUAGE PARSER

The PARSE routine basically interpretes the linked list of tokens specified by TOKENS_PTR and produced by the TKNIZE routine, and translates this list to a request format to be later simplified and sent to the lower entity level for processing and retrieval. It does the interpretation based upon a set of finite-state transition rules that have been input by the DEFMCN routine into a transition rules table named MACH. The parameters filled by the parser are the execution order tree, XTREE, the additional information exchange table, XCHNGE, and the unabridged entity set query table, ENTITY. Of course, the PARSE routine can be put into a DEBUG mode to follow the transition states that are passed given a set of tokenized retrieval statement and the transition rules table.

The main data storage elements in PARSE in addition to the parameters aforememtioned are the simulated stacks, STACK, and the virtual entity set map table, VES. The first two stacks are

used by the finite state parser in a push-down automaton scheme, in which they are respectively labeled as the operand stack and the operator stack, whereas the third one is used internally and exclusively by the parser to track the addresses to the execution tree.

A word of clarification is necessary here. In the description of PARSE to follow, the term 'item' refers to a multi-faceted abstraction of data in the sense that it could be anything from data on the level relevant to our processing, the same data with internally used update sources or labeling tags imbedded, to internally used mapping link numbers. Furthermore, the data being processed may be utilized by different levels, such as the finite automaton or the entity set request processor, in a related but differing way. For instance, the item '+:B', which means 'plus of type built-in function', is the composition of a symbol on the automaton level typed in by the user and a internally generated tag; the '+' portion is used by the automaton level as tokens to be matched and by the entity set retrieval processor as the operation 'plus' to be performed.

PARSE has a main driver loop which is traversed once for each transition state that is entered by any particular input statement. The loop coordinates the pairing of matches that fire according to MATCHING and the actions to be used and the next

transition state to be entered according to ACTING. The top level sub-routines of PARSE are:

MATCHING which determines whether the states of the input linked list and the stacks are matchable with any of the required conditions for firing in a given transition state.

ACTING which assigns the actions taken by the current transition state to arrive at another state, and designates this next state.

GETS which is a general string functions that breaks an argument item into two parts separated by a chosen character in the item.

PUSH which pushes an item onto a specified stack.

POP which pops the top item off a specified stack.

CHANGE which alters an item based upon special characters in the item selecting sources of update.

GENENT which takes items off the stacks and generates an entity request into ENTITY.

VIRTX which replaces the top item on the operand stack, which must be a virtual entity abstract map number, with the corresponding real map number.

VIRTA which adds a new entity map number into the virtual entity set catalogue.

GENNODE which takes items off the stacks and generates a node on the execution tree, with the appropriate links to other nodes in the same tree. The link to the new node is put onto the operand stack.

GENATTR which puts the specified attribute name into the entity set retrieval table, with the appropriate links to other attributes in the particular entity set of interest. The specified attribute name is converted to a reference number to the attribute in the entity set table.

EXCH which exchanges the top item on the operand stack with the map number to the next available space in the additional information table so that further items may be appended to the additional information table as part of the current top item. A tag is appended to the top item to identify what type of additional information, indirection of attributes or multiple comparison, is at issue.

ADDON which appends additional items onto the most currently addressed space in the additional information table.

Of these, MATCHING, ACTING, GENNENT, GENNODE and GENATTR are complex enough to deserve further explanation.

MATCHING simply decides whether or not a certain transition state conditions item matches the current existing conditions of inputs. The conditions item may be a set of any number of conditions each of which if matched will flag the match as positive. Each condition specifies what must be found in a set of sources consisting of the first item on the input linked list, and the top of stacks of the first two stacks. Furthermore, allowance has been made to allow translation of a single matching item to a multiple list of possible matching items to effect storage minimization in the transition rules table.

ACTING processes the list of actions found in the transition rules table. It takes the actions one by one and distributes the processing over several loops. Each action consists of an action name followed by arguments whose existence and typing vary dependent on each individual action. A short summary of the actions consists of:

'push' which pushes its second argument onto the stack specified by the first.

'pop' which pops off the top of the stack specified by the first argument, using POP.

'del' which eliminates the first item on the input linked list by advancing TOKENS_PTR and deallocating the first token.

'genent' which invokes the sub-routine GENENT to generate an entity set.

'virtx' which replaces the top item on the operand stack with the real map number indicated by the item, using VIRTX.

'virta' which adds a new entity set mapping into the virtual entity set catalogue, using VIRTA.

'attwhr' which sets the appropriate linkage between the entity set table, ENTITY, and the execution tree, XTREE.

'gennode' which generates a node on the execution tree, using GENNODE.

'indx' which exchanges the top item on the operand stack with the map number to the next available space in XCHNGE, using EXCH with the tag for indirection.

'mulx' which exchanges the top item on the operand stack with the map number to the next available space in XCHNGE, using EXCH with the tag for multiple comparison.

'addon' which adds the top item on the operand stack onto the additional information table, using ADDON.

After all actions have been performed, ACTING designates the next transition state to be entered, based on the next state entry in the rules table, which if negative would indicate a 'subroutine return' found on the operator stack.

GENENT does the generation of entity set requests using the ENTITY table. The appropriate items must already exist on the stacks to allow for the generation and hence the parsing rules must provide for the set up. The types of entity sets are:

'r' which is an explicitly user defined entity set referring to a real entity set existing inside the database.

's' which is an implicitly created entity set that refers to a composite entity set based on a single entity set, with additional constraints attached.

'mu', 'mi', 'su', 'si', 'cs' which are explicitly user defined entity sets referring to composite entities each of

which is based on two entity sets. The specifics of each entity type are described elsewhere in this document.

The necessary attribute keys in any key lists are catalogued by GENENT. An entity set real map number is also placed on the operand stack at the conclusion of a generation to allow proper linking of entity sets.

GENNODE generates nodes on XTREE by taking the top item on the operator stack and reserving sufficient number of locations on the tree for the children of the operator of interest. It puts the link numbers to these locations on the internal address stack and proceeds to process the children of the operator, which may be other non-terminal or terminal operators, or terminal constants or variables. The operators are represented on the operand stack as map links and the constants or variables exist on the stack as themselves with their respective taggings. The sub-routines PUTX and GENATTR are invoked whenever a terminal constant or variable is encountered.

GENATTR takes items pertaining to variables about to be put onto the execution tree or about to be recorded as keys to entity sets and places the decoded information into the entity set table. The data processed indicate the name of the attribute, any parent of the attribute, and whether the attribute is a key, either virtual information, cartesian, or both.

Hence we have described the operation of the finite-state, push-down automaton parser necessary to encode the user inputs into specifications comprehensible to the entity level for retrieval purposes. The specifications are encoded into pre-formated tables.

6.4.0 SIMPLIFICATION OF REQUEST

The SMPLFY routine minimizes the amount of data flow across the boundary from the virtual information level to the entity level by abridging the entity request table, ENTITY, and creating the retrieval set, RETE_ARG. Only requests for real entity set information exist in RETE_ARG. In addition, the execution tree, XTREE is trimmed by the removal of certain easily manipulated conditions and the placement of these conditions in RETE_ARG for processing in the lower levels of INFOPLEX. Before any of this is done, however, SMPLFY's task is to assign all attributes correctly into the appropriate entity sets, using the propagation function PRPGATE.

PRPGATE sets up the proper relationships between entity sets and attributes, in the sense that attributes used in any entity sets which are composed from other entity sets must exist in the parent entity sets as well. An attribute map table is filled for each composite entity set to make the attribute relationships endure though the retrieval and execution phases of the data processing. All attribute names and parent

relationships are ensured when propagating so as not to create conflicts in naming. For instance, if entity B is based on entity A, then if entity A has attributes $X \rightarrow Y \rightarrow Z$ (here, we mean that X, Y, and Z are each attributes of A, with X being the parent of Y being the parent of Z) and entity B has attributes $X \rightarrow U \rightarrow Y \rightarrow Z$ then entity B, after propagation, would acquire the new attributes U, Y, and Z, with the parent relationship connected; thus B would have two attributes by the name Y and two by Z.

SEARCH goes through the trees attached to each real entity set and attempts to simplify their structure whenever and only whenever comparisons are made between pairs of variables and constants and which are at most joined by the 'and' joiner. The rationale for processing thus has to do with the power and efficiency of the unary level underlying the VIFI. The trick that SEARCH uses in amputating the tree involves the tagging of nodes so as to only prolong those branches which reach unsolvable nodes in terms of simplification. When a simplification is found, the SETREL sub-routine is invoked to set the relationship of interest into RETE_ARG for computation at the lower levels. An example of a partially resolvable tree would be `(name = 'Bond' or id_num = '007' and job = 'spy')`, where the name and id_num attributes cannot be taken out of the tree but the job attribute can because it is joined to the other conditions by a simple 'and'.

Once simplification is done, the control of the virtual information stage must be temporarily passed down to the entity level for request processing in order for further actions to be performable in the virtual information level. After all, virtualness has to be based upon some form of substance.

6.5.0 CONVERSION OF STORAGE

The CNVERT routine is a simple routine to transfer data from specialized storage necessary to the INFOPLEX control structure to storage more dedicated to the internal environment of the virtual information stage. This transfer allows uniformity of data processing in the VIFI. Of even greater significance is the amount of independence and flexibility the VIFI achieves from the external environments. Only CNVERT needs to be altered should any interface requirements be updated. Once the information tags and attributes' values of the retrieved real entity sets have found new shelter, CNVERT proceeds to eliminate their old home.

6.6.0 EXECUTION OF DISCRIMINATOR

XECUTE is the meat of the data processing stage of the VIFI. The functions which it performs are creating virtual entity sets and applying additional constraints on completed entity sets for the purpose of discrimination. Here, discrimination is the subsetting of the entity sets based on the user speci-

fied conditioning clauses which were not simplified and sent to the entity level. The sub-routines of XECUTE are divided into two components: the set generation/condensing routines and the subset conditioning routines. They act on the retrieved data which have been attached to the ENTITY query table and base their actions on information in the ENTITY table itself, the execution tree, XTREE, and the additional information table, XCHNGE.

XECUTE has a driver loop that distributes the operations on each entity set in turn. The set generation/condensing routines are:

MUNION which builds a multiple union of two entity sets by copying all the attribute values of the first parent and those values of the second which do not occur in the first.

MINTER which builds a multiple intersection of two entity sets by copying only those attribute values of the first parent that exist in the second.

SINGLE which condenses an entity set by moving all attribute values of the entity set to a dummy entity set and then copying back only those values whose occurrence is the first or only in the entity set.

CRTESN which creates a cartesian set by copying multiple attribute values from each of its parent entity sets. It copies each value of the first parent the number of times dictated by the depth (number of values for a single occurrence attribute) of the second, and copies sets of values of the second parent the number of times dictated by the depth of the first.

The basic sub-routine with which entity sets are copied is COPYSET. It copies an entire set of attribute values from a specified parent entity set to the child, with special care in regards to single or multiple occurrence. Markers are set by the caller to COPYSET to track the set of attribute values to be copied and these markers are advanced at the end of copying. Level numbers are used to manage the copying of multiple occurrence items. A counter is incremented to track the number of sets of values copied. In the same line is SKIPSET, which skips a set of attribute values by incrementing the abovementioned markers to the specified parent without doing any copying. Hence we can control which sets of attribute values are to be copied to the child. COPYALL, on the other hand, just copies all values from an parent entity to a child.

Of aid to set generation are the sub-routines LOCATEKEYS and IUMATCH. The first sets up a key table to allow easy access to entity keys for the purpose of determining

intersections and unions. The second determines if two sets of attribute values are in fact one, according to the keys assigned.

The subset conditioning routines function recursively to traverse the parser-filled execution tree in order to perform the user specified operations on the attribute values of the real and virtual (composite) entity sets. The argument passing between the recursive calls is through structural duplicates of the linked lists containing the original copies of the values. The main recursive sub-routines are as follows:

OPERATE sequences the processing of the nodes by identifying each node's label and/or number of children, and subsequently distributing the manipulation of the child or children to the other routines, or to a recursive invocation of itself. A node of no child is either a variable, constant, multiple constant, or operator of no argument; the terminal node must therefore create a vertical or unitary list to return to the tree node above. A node of one child is an operator of one argument and hence must return either a unitary or vertical list, depending upon the operator type. A node of two children is an operator with two arguments and may have a multiple constant as a second child. The GO_DOWN routines execute the operations, defined by the labels of the nodes, on their

children, if any exist. The STR routine is a special string operation handler which is also recursive.

STR is a very powerful routine that handles nodes labeled 'str'. It does substring operations on the first child of the 'str' node with specifications from the other five children. A clearcut description of the 'str' function is in Jameson Lee's description of the front-end of the VIFI. Essentially, STR uses OPERATE on those of the second, third, fifth, and sixth children of the 'str' node that are relevant to the type specification. The fourth child specifies the type of string addressing, absolute or relative, that is desired.

The support routines to the recursive ones above are:

GO_DOWN0 returns a unitary list containing data returned from no argument operators.

GO_DOWN1 checks to see if the operator of one argument that it handles returns unitary lists or vertical lists. If a vertical list is to be returned, it goes through each item in the list to evaluate the return for that item.

RET_UNITARY decides whether a one argument operator is defined to always return a unitary list. It also evaluates such operators with the appropriate operand.

UNARY takes a one argument operator and its argument and computes the return.

MULTEQ2 takes the '=' operator and its two arguments, the second of which must be a multiple constant, and evaluates the results of the first argument values each compared with the multiple list.

GO_DOWN2 determines the type of return that is expected of a generic two argument operator and proceeds to fill out a list with that specification.

BINARY takes a two argument operator and its arguments and computes the return.

CREATE_LIST creates a duplicate list of the values of the specified attribute, to be used for processing in upper nodes.

CREATE_CONST creates a unitary list of the single constant passed to it. It also can create a multiple constant index list which is used to address a multiple constant if the terminal node on which it acts is of that type.

TMPLTE is a function that can be used to do template matching on a string, hence giving the user this additional power in value searching.

DECRSET is used to decrease the number of values in an attribute by moving an entity set to a dummy and copying back only those sets of attribute values that have a corresponding ':true' in the conditioning list.

The routine DISPOSE is useful for ensuring no storage overflow since it is invoked whenever unnecessary storage can be deallocated.

The XECUTE routine that is used to discriminate information to the level specified by the user is thus described.

6.7.0 FINAL PROCESSING OF DATA

Although the DOBY routine has as yet not been implemented, due to unresolved problems regarding output interface, it is envisioned that this routine will essentially use the conditioning sub-routines of the XECUTE routine and return the condition lists to the user. Hence it follows the trend and methodology of our processing. It will return those lists which were specifically mentioned by the user and tag them with the labels, which could be of type virtual information, that should be extracted by the tokenizer in the earlier stages of processing.

The full complement of software for the rear-end is thus described.

7.0.0 DESIGN CONSIDERATIONS AND OVERVIEW

7.1.0 MODULARITY, MODIFIABILITY, AND EFFICIENCY

In terms of modularity, I think we have achieved a pretty good record. Our design strategies concentrate on clean interfacing of routines, with clearcut specifications of interfacing parameters. The horizontal control structure, regulated by the activity coordinators, provide sensitive debugging capabilities not available in vertical programming. The manner of tokenizing and parsing database statements allow for changes in the format of retrieval requests without affecting the inner routines. The way data incoming from the entity level is relocated allows easy changing of interface to the lower level. In general, I have no dissatisfactions concerning these issues.

There is, however, a concern I have regarding the complexity in the manner in which certain manipulations of data are performed. Since a certain amount of efficiency is desired in processing, a lot of not-so-obvious shortcuts were taken to derive results. Hence, documentation is required on the level so extremely clear that it becomes a drudgery. Furthermore, certain already implemented functionalities will not be used simply because not enough clear documentation is available.

The efficiency of the INFOPLEX structure has a lot to be desired. This is but a practical matter of structural design verses kludgy efficiency. In a microprocessor implementation, however, i am sure certain structural concepts would give way to efficiency and yet maintain that its integrity factor.

7.2.0 ADAPTABILITY IN OVERALL INFOPLEX ENVIRONMENT

The current virtual information stage is in concept adaptable to the current INFOPLEX environment, but there are quite a few areas in which conflicts arise because of lack of coordination of effort in the updating of the system as a whole. Even though modularity is desired, certain capabilities cannot be realized unless all stages of the system support those capabilities. With parallel microprocessor processing, the speed consideration in the inherently slow hierarchical control structure would hopefully diminish. The Test Vehicle can only approximate what the actual system can do; it can only illustrate some of the possible ways to view the manner data ought to be managed.

7.3.0 POTENTIAL POWER OF VIRTUAL INFORMATION

I personally can see quite a lot of possibilities in this virtual information idea. Our current implementation is somewhat restrictive in regards to some of the desired features, such as full inferring of facts. It can be adapted to practi-

cally any situation, however. Unfortunately, since the re-implementation of programs in general usually is easier done than the updating of existing ones (I program enough to know this), I fear that our package is only a transient element in the progression of the INFOPLEX system. As it is, we have put into VIFI all that could be allowed in the time allotted, and this already seems far enough advanced in comparison to the other components of the system. Hopefully, sometime all the desired features can be put together and INFOPLEX can see the market.

8.0.0 CONCLUSION

The INFOPLEX project seems to be a promising one. The virtual information concept is quite realizable using various schemes to track the transformation of data. According to the tests we have done to generate entity level requests from user inputs that we would consider fairly unrestrictive in terms of power, the difference between 'virtual' and 'real' information is but a few operations to connect the two. We were able to construct fairly restrictive entity requests when the user entered retrieval commands sometimes more complicated than those found in programming languages, and we were able to resolve the commands to those handled by the lower level, for the sake of efficiency, and those handled at the VIFI, for the sake of computational power and flexibility. The parser's approach to converting user-input commands provides a natural extension to increase the capability of the language. As it is, the user can already define a lot of functions based on the built-in ones. We can easily implement such things as data types or data units by a minimum amount of hacking because we already have a system of user definitions. However, since this is only the prototype of the virtual information processor, we feel that what we have is more than adequate.

The only unfortunate thing is that we were not able to fully test out the processing stages of the VIFI, since we lacked sufficient test data and time to establish the necessary linkages to the other components of INFOPLEX. Hopefully, our VIFI will eventually be integrated into the Test Vehicle, and I am sure it will fit in well in the design.

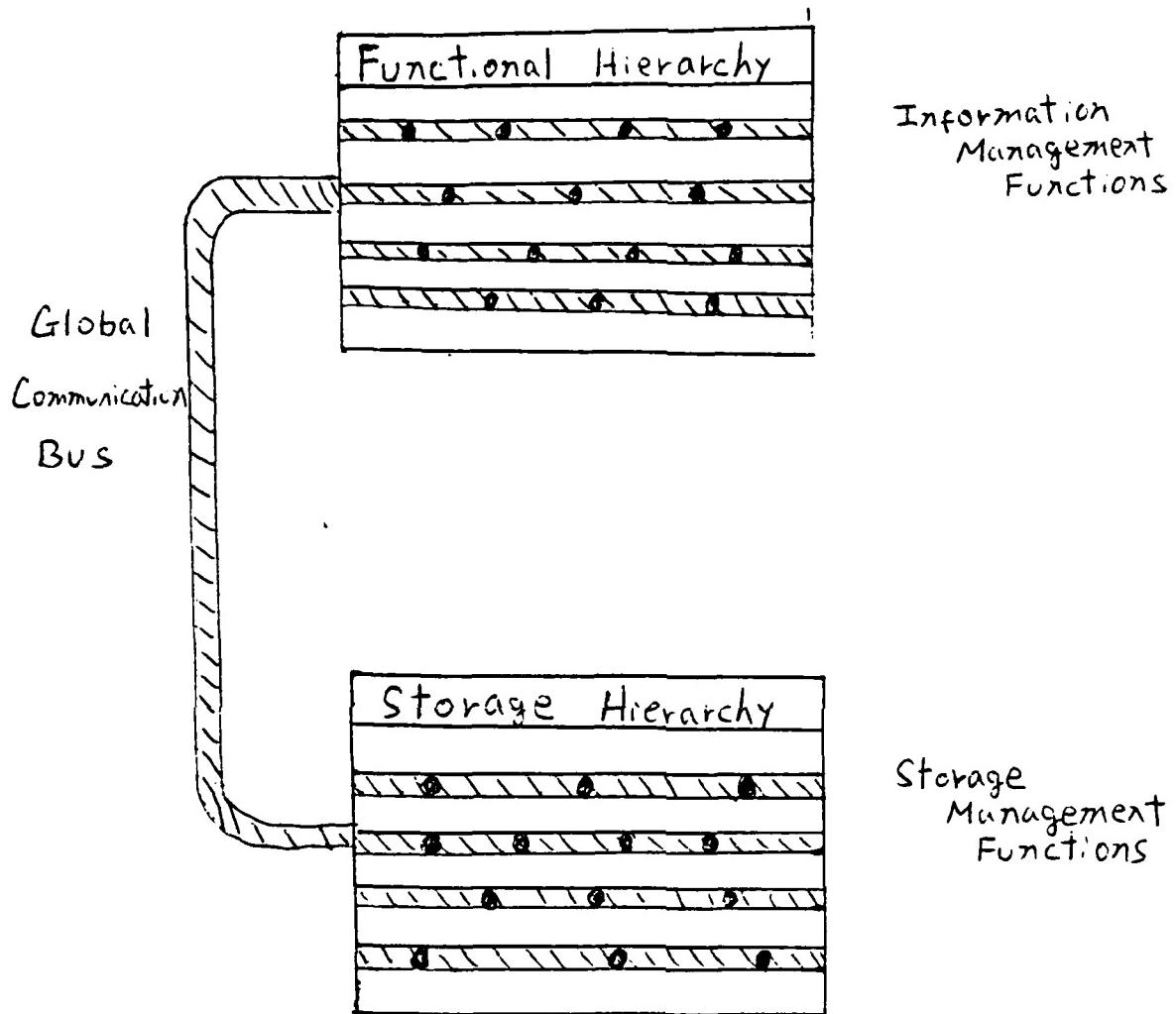
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Appendix

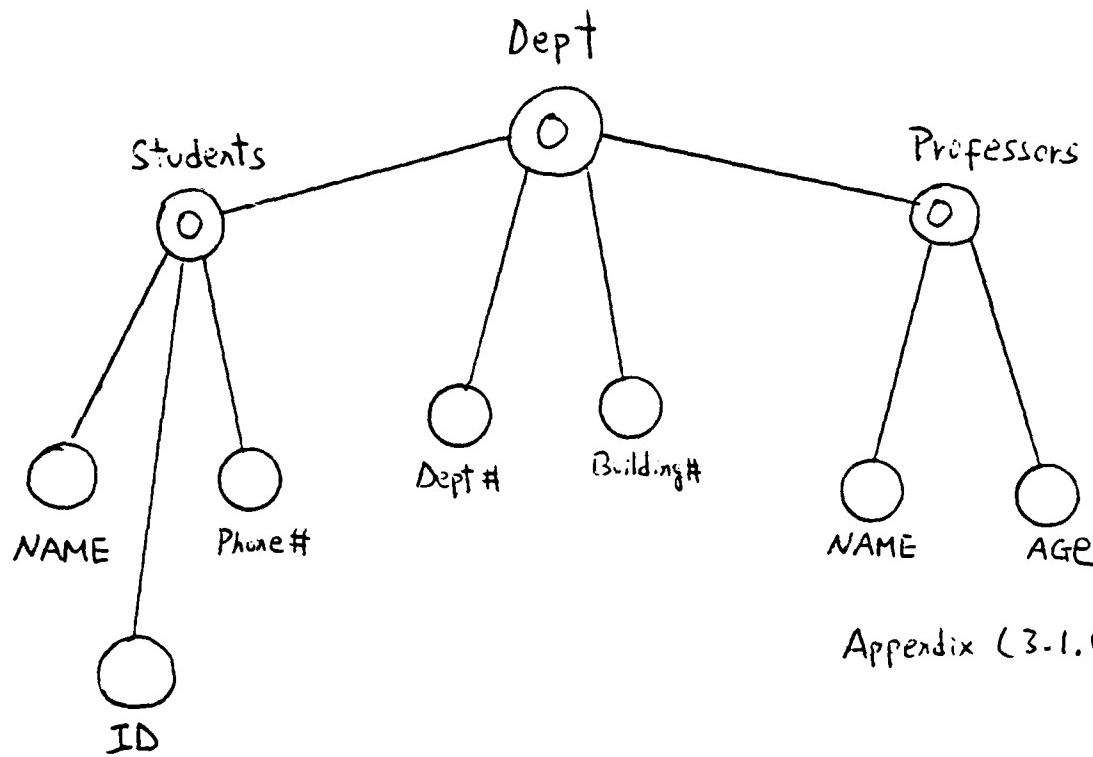
A

INFOPLEX



Appendix A (1.1.2)

Data Model
Data Statements



Database statements

Define
Adhoc
Listdef
Retrieve

Buffer Commands

Trans	Retrans
Endtrans	Terminate
Finput	Help
Fsave	Erasebuff
Dodel	Killexec

{Refer to Chapter 5 of Jameson Lee's thesis}

Appendix (3.2.0)

Virtual Definitions

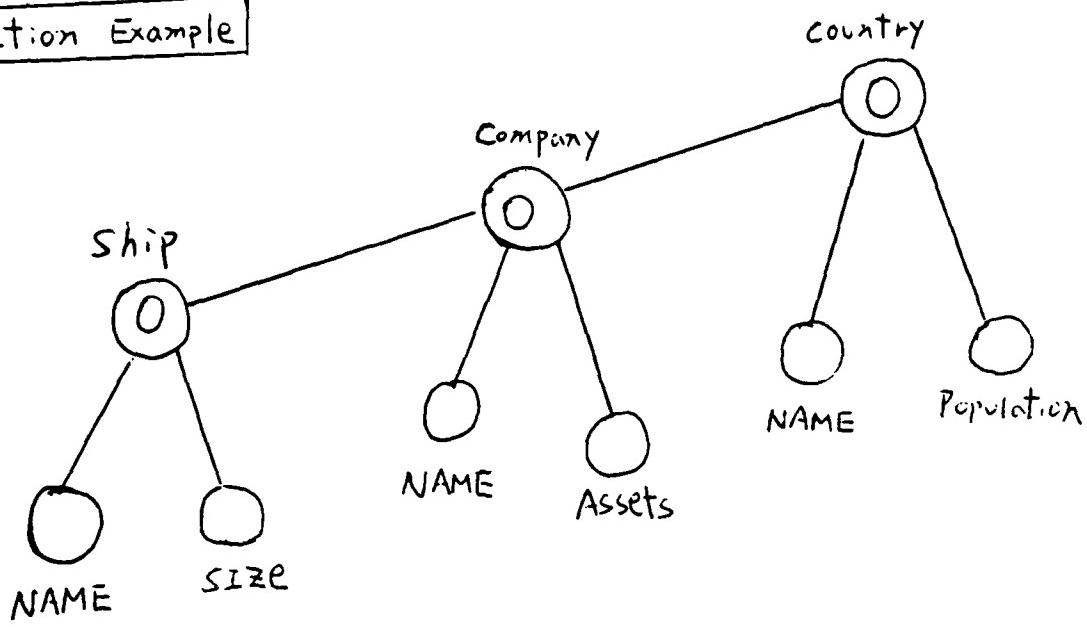
Define heavy as weight > 100 ;
(defined)

Define heavy Remove ; (removed)

Define heavy as weight > 200 ;
(redefined)

Define heavy as weight > 50 ;
(replaced)

Indirection Example



Appendix (3.6.0)

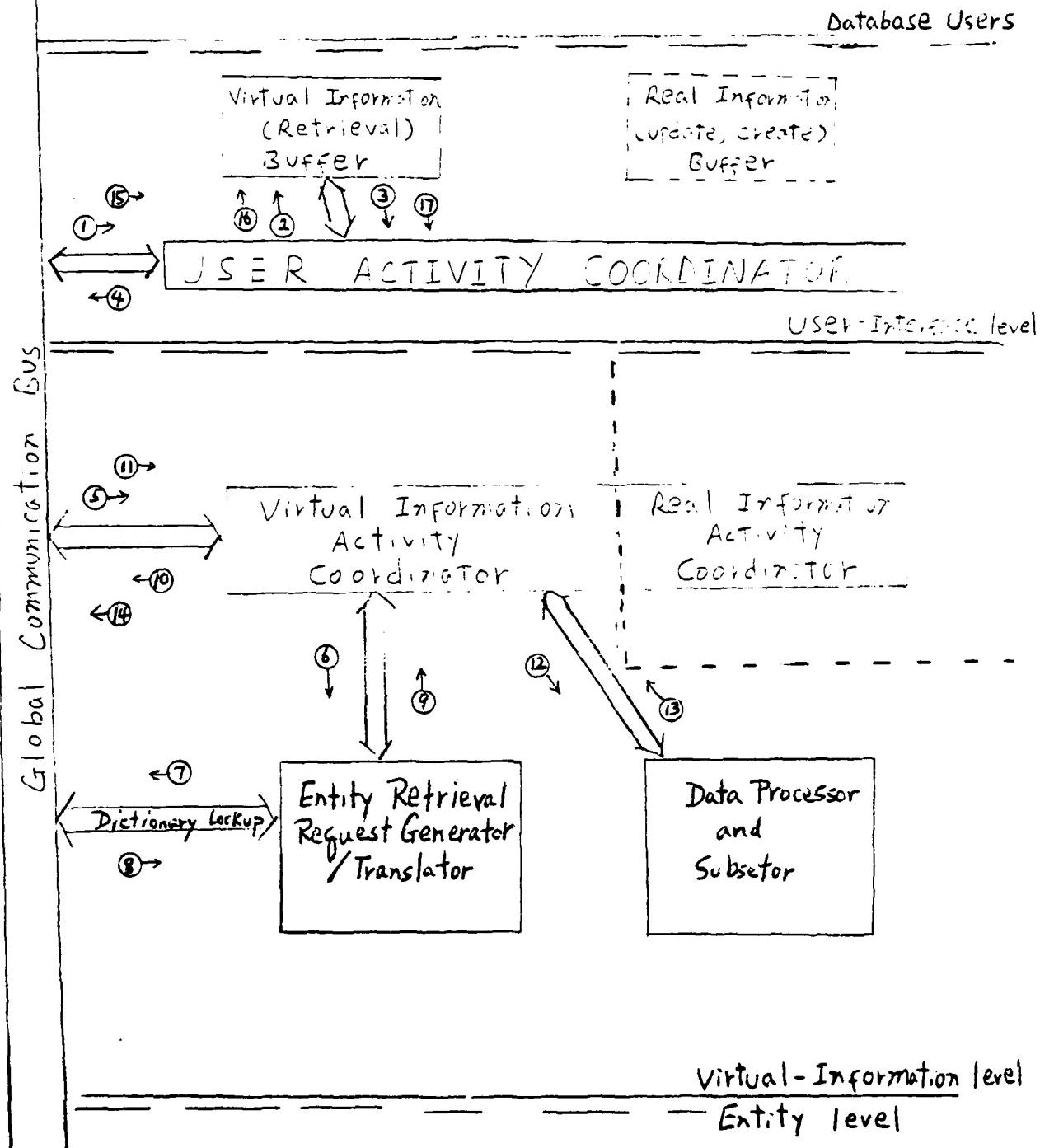
Set Operators

①	MU	multiple union
②	MI	multiple intersection
③	SU	single union
④	SI	single intersection
⑤	CS	cartesian product

{ Refer to Chapter 5 of Jameson Lee's Thesis }

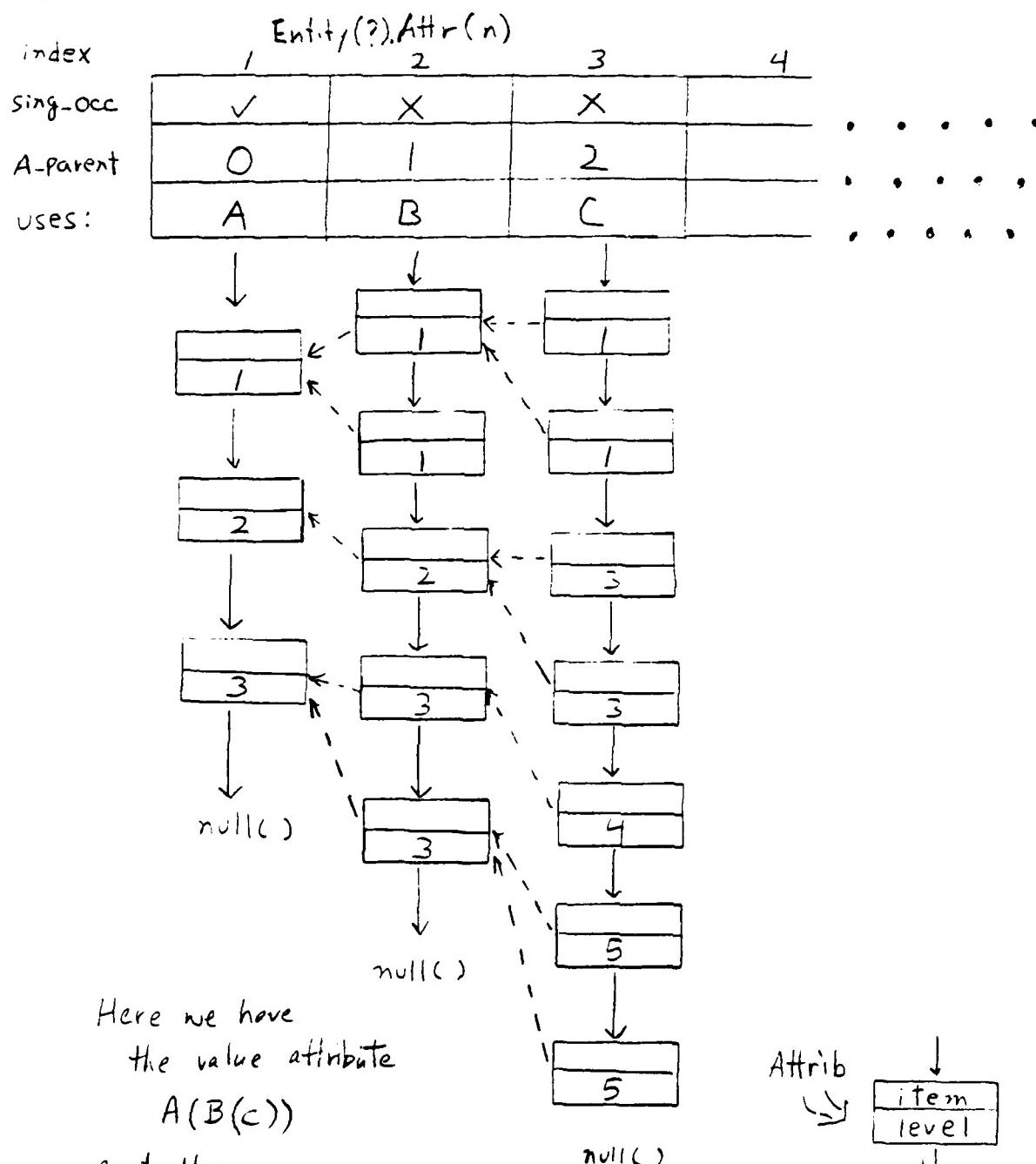
Appendix (3.8.D)

VIFI sub-level partition w/ Data flows

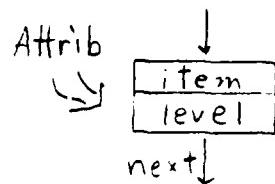


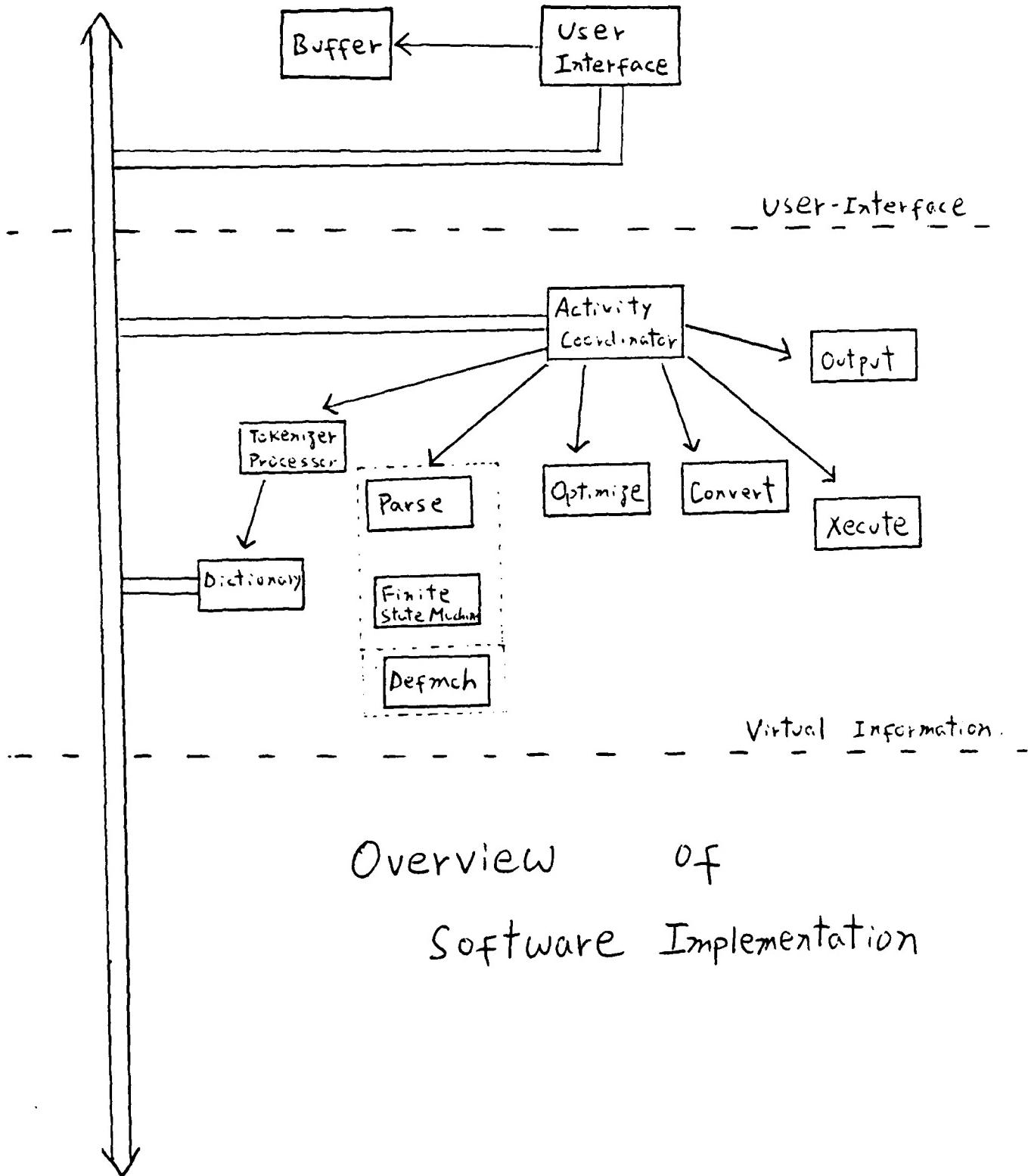
Appendix A (4.1.0)

Attribute Values & Levels



Here we have
the value attribute
 $A(B(C))$
and the
entity attributes
 $A(B)$ and A





Overview of Software Implementation

Appendix (6.0.C)

Appendix

B

***** ALL COPY*****

	INDEX	SIZE
MACRO	2	5
MACH	8	4
TOKEN	13	4
XTREE	18	4
ATTRIB	23	16
ENTITY	40	13
DICTION	54	1
XCHNGE	56	32
ARETE		

ALL00010
ALL00020
ALL00030
ALL00040
ALL00050
ALL00060
ALL00070
ALL00080
ALL00090
ALL00100
ALL00110
ALL00120

```

DCL 1 MACH,
 2 STATE MAP (200) FIXED,
 2 MATCH (500) CHAR (30) VAR,
 2 ACTION (500) CHAR (40) VAR,
 2 NEXT_STATE (500) FIXED;

DCL 1 TOKEN BASED,
 2 ITEM CHAR (30) VAR,
 2 CLASS CHAR (10) VAR,
 2 NEXT_PTR;

DCL 1 XTREE (1000),
 2 LABEL CHAR (30) VAR,
 2 CHILD FIXED,
 2 LINK FIXED;
 2 NEXT_PTR;

DCL 1 ATTRIB BASED,
 2 LEVEL FIXED,
 2 ITEM CHAR (50) VAR,
 2 NEXT_PTR;

DCL 1 ENTITY (0:12),
 2 NAME CHAR (30) VAR,
 2 DEPTH FIXED,
 2 VES_FN CHAR (2) VAR,
 2 WHERE FIXED,
 2 N_PARENT (2) FIXED,
 2 VES_PAR_PTR,
 2 ATTR (15),
 3 VES_KEY_BIT (1),
 3 CART_KEY_BIT (1),
 3 SING_OCC_BIT (1),
 3 A_PARENT_FIXED,
 3 USES CHAR (30) VAR,
 3 LIST_PTR;
 2 N_MAP (2) BASED,
 2 NUM (15) FIXED;

DCL 1 DICTION,
 2 CHECK,
 2 LIMIT FIXED,
 3 LABEL (50) CHAR (50) VAR,
 3 TIMES (50) FIXED,
 2 MAIN,
 3 LIMIT FIXED,
 3 FROM (100) CHAR (50) VAR,
 3 TO (100) CHAR (160) VAR,
 2 ADHOC,
 3 LIMIT FIXED,
 3 FROM (50) CHAR (50) VAR,
 3 TO (50) CHAR (160) VAR;
 2 XCHANGE (20) CHAR (80) VAR;

```

```

COPY ARETE
DCL 1 RETE_ARG BASED (RETEP). /* WILL ALSO BE RETE_RTN */
2 CTL_INFO,
3 LEN FIXED BIN (15),
3 CBTP FIXED BIN (15) INIT (21),
3 PTR PTR,
2 NUM_ATTR_FIXED,
2 NUM_COND_FIXED, /* NUMBER OF CONDITIONS */
2 ENT,
3 NAME CHAR (30) VAR, /* ENTITY SET NAME */
3 DEPTH FIXED, /* FILLED IN WHEN RETURNED */
3 ATTR (NATTR REFER (RETE ARG_NUM ATTR)),
4 SING_OCC BIT (1), /* IF SINGLE OCCUR THEN SET */
4 A_PARENT_FIXED, /* PARENT NUMBER */
4 USES CHAR(30) VAR, /* ATTRIBUTE NAME */
4 LIST_PTR, /* POINT TO LIST OF OCC OF THIS ATTR IF ANY */
2 COND (COND REFER (RETE ARG_NUM COND)),
3 ATTRREF_FIXED, /* POINT TO ATTR IN ATTR ARRAY ABOVE */
3 NEG_BIT(1), /* NEGATION OF RELATOR */
3 REL_CHAR(1), /* '<', '>', '<=' */
3 CDATA (10) CHAR (50) VAR, /* UP TO 10 'MULTI' TIMES */
2 RTN_CODE FIXED BIN,
2 NEXT_PTR PTR;
DCL RETEP PTR;

DCL 1 RETE_RTNI BASED,
2 CTL,
3 LEN FIXED BIN(31),
3 CBTP FIXED BIN (31) INIT (46),
3 PTR PTR,
2 LEVEL FIXED BIN, /* OCCUR NUMBER */
2 ITEM CHAR (50),
2 NEXT_PTR PTR; /* POINT TO NEXT ON THE SAME ATTRIBUTE LIST */

```

NUMBER LEV NFT

```

10   0  DCTNRY: PROC (DICTION, COMMSTR) RETURNS (CHAR (160) VAR);
      XINCLUDE DICTION;*****;
100010  1  0  DCL 1 DICTION.
          2 CHECK,
              3 LIMIT FIXED.
                  3 LABEL (50) CHAR (50) VAR.
                  3 TIMES (50) FIXED.
          2 MAIN,
              3 LIMIT FIXED.
                  3 FROM (100) CHAR (50) VAR.
                  3 TO (100) CHAR (160) VAR.
          2 ADHOC,
              3 LIMIT FIXED.
                  3 FROM (50) CHAR (50) VAR.
                  3 TO (50) CHAR (160) VAR;
*****;
200040  1  0  DCL (COMMSTR,FINDSTR) CHAR (160) VAR,
           COMMAND CHAR (50) VAR;
           COMMAND = GETS (COMMSTR, ' . ');
200080  1  0  SELECT (COMMAND);
200090  1  1  WHEN ('FIND') DO;
              IF BIF_IDENT (COMMSTR) THEN
                  IF INDEX ('(,),(.),%,:SUBSTR (COMMSTR,1,1)) = 0' THEN
                      RETURN (COMMSTR || ':B');
                  ELSE
                      RETURN (COMMSTR || ':D');
              FINDSTR = FIND (DICTION,ADHOC);
              IF FINDSTR ^= 'NOT FOUND' THEN
                  RETURN (FINDSTR);
              FINDSTR = FIND (DICTION,MAIN);
              IF FINDSTR ^= 'NOT FOUND' THEN
                  RETURN (FINDSTR);
              RETURN (COMMSTR || ',R');
          END;
200150  1  2
200160  1  2
200180  1  2
200190  1  2
200210  1  2
200220  1  2
200230  1  1  WHEN ('SAVE')
                  RETURN (SAVE (DICTION,MAIN,'MAIN'));
200250  1  1  WHEN ('ADHSAVE')
                  RETURN (SAVE (DICTION,ADHOC,'ADHOC'));
200270  1  1  WHEN ('REMOVE')
                  RETURN (REMOVE (DICTION,MAIN,'MAIN'));
200290  1  1  WHEN ('ADHREMOVE')
                  RETURN (REMOVE (DICTION,ADHOC,'ADHOC'));
200310  1  1  WHEN ('INITIALIZE') DO;
                  DICTION.MAIN.LIMIT = 0;
200320  1  2
200330  1  2
200340  1  2
200350  1  2
           RETURN ('DICTION_MAIN_INITIALIZED');
    
```

NUMBER	LEV	NT	
200360	1	2	END;
200370	1	1	WHEN ('ADHCNTRCLR') DO:
200380	1	2	DICTION.ADOHC.LIMIT = 0;
200390	1	2	DICTION.ADOHC.FROM (*) = ' ';
200400	1	2	DICTION.ADOHC.TO (*) = ' ';
200410	1	2	DICTION.CHECK.LIMIT = 0;
200420	1	2	DICTION.LABEL (*) = ' ';
200430	1	2	DICTION.TIMES (*) = 0;
200440	1	2	RETURN ('DICTION_ADOHC_AND_COUNTER_CLEARED');
200450	1	2	END;
200460	1	1	OTHERWISE
			RETURN ('COMMAND_NOT_FOUND.' COMMAND);
200480	1	1	END;

NUMBER LEV NT

```

200510 1 0 BIF_IDENT: PROC (IDENT_ITEM) RETURNS (BIT (1));
200530 2 0 DCL IDENT_ITEM CHAR (*) VAR,
          BIF_ITEMS CHAR (200) VAR,
          BIF_ITEM CHAR (50) VAR;
200570 2 0 BIF_ITEMS = '(.)(.)^+*/^.^>.^&.^AND.OR.XOR.DATE.,
          |'ZER,POS,SGN,ABS,DEPTH,MAX,MIN,SUM,STR,
          |'RETRIEVE,BY,SORT,MU,SU,MI,SI,CS,
          |'X0,%1,%2,%3,%4,%5,%6,%7,%8,%9';
200610 2 0 BIF_ITEM = GETS (BIF_ITEMS,'');
200620 2 0 DO WHILE (BIF_ITEMS ^= );
200630 2 1 IF BIF_ITEM = IDENT_ITEM THEN
          RETURN ('1'B);
200650 2 1 BIF_ITEM = GETS (BIF_ITEMS,'');
200660 2 1 END;
200670 2 0 RETURN ('0'B);
200690 2 0 END BIF_IDENT;

```

NUMBER	LEV	NT
200720	1	O FIND: PROC (SUBDICTION) RETURNS (CHAR (160) VAR);
200740	2	O DCL 1 SUBDICTION, 2 LIMIT FIXED, 2 FROM (' ') CHAR (50) VAR.
	2	TO (' ') CHAR (160) VAR;
200780	2	O DCL (LOOKSTR,MATCHSTR,REPSTR) CHAR (160) VAR;
200800	2	O LOOKSTR = COMMSTR;
200810	2	O IF SUBDICTION LIMIT > 0 THEN DO I = 1 TO SUBDICTION.LIMIT;
200830	2	1 MATCHSTR = SUBDICTION.FROM (I);
200840	2	1 IF GETS (LOOKSTR,'') = GETS (MATCHSTR,'') THEN DO; REPSTR = SUBDICTION.TO (I);
200850	2	2 IF OK TIMES THEN DO; DO WHILE (MATCHSTR ^= '');
200860	2	2 CALL REPLACE (REPSTR, '#', GETS (MATCHSTR,''));
200870	2	3 GETS (LOOKSTR,''));
200880	2	4 GETS (LOOKSTR,''));
200910	2	4 END;
200920	2	3 RETURN (REPSTR '':V');
200930	2	3 END;
200940	2	2 ELSE RETURN ('1*ERROR* TOO_MANY_FIND_DEFINITIONS.' COMMSTR);
	2	2 END;
200970	2	1 END;
200980	2	0 RETURN ('NOT_FOUND');
200990	2	0 END FIND;
201010	2	0 END

NUMBER	LEV	NT	
201040	1	O	OK_TIMES: PROC RETURNS (BIT (1));
201060	2	O	DCL (I,J) FIXED;
201080	2	O	IF DICTION.CHECK.LIMIT > 0 THEN DO I = 1 TO DICTION.CHECK.LIMIT; IF DICTION.CHECK.LABEL (I) = COMMSTR THEN DO; J = I; I = 200; END; END;
201100	2	1	
201110	2	2	
201120	2	2	
201130	2	2	
201140	2	1	
201150	2	0	ELSE I = 0;
201170	2	0	IF I < 200 THEN DO; DICTION.CHECK.LIMIT = DICTION.CHECK.LIMIT + 1; J = DICTION.CHECK.LIMIT; DICTION.CHECK.LABEL (J) = COMMSTR; END;
201180	2	1	
201190	2	1	
201200	2	1	
201210	2	1	
201220	2	0	DICTION.CHECK.TIMES (J) = DICTION.CHECK.TIMES (J) + 1;
201230	2	0	RETURN (DICTION.CHECK.TIMES (J) <= 10);
201250	2	0	END OK_TIMES;

NUMBER LLEV NT

```

201280 1 0 SAVE: PROC (SUBDICTION, DICTNAME) RETURNS (CHAR (160) VAR);
201300 2 0 DCL 1 SUBDICTION,
          2 LIMIT FIXED,
          2 FROM (*) CHAR (50) VAR,
          2 TO (*) CHAR (160) VAR;
201340 2 0 DCL DICTNAME CHAR (5) VAR,
          LOOKUP CHAR (50) VAR,
          (FIRSTSP,I) FIXED;
201380 2 0 LOOKUP = GETS (COMMSTR ',' );
201390 2 0 IF BIF IDENT (LOOKUP) THEN
          RETURN (*ERROR* ATTEMPT_TO_REDEFINE_BIF,
                  '| LOOKUP');
201420 2 0 FIRSTSP = 0;
201430 2 0 IF SUBDICTION.LIMIT > 0 THEN
          DO I = 1 TO SUBDICTION.LIMIT;
              IF SUBDICTION.FROM (I) = LOOKUP THEN DO;
                  SUBDICTION.TO (I) = COMMSTR;
                  RETURN ('REPLACED_IN_|_DICTNAME | .| | LOOKUP');
              END;
201470 2 2 ELSE IF SUBDICTION.FROM (I) = '' & FIRSTSP = 0 THEN
201480 2 2 FIRSTSP = I;
201490 2 1 END;
201510 2 1 END;
201520 2 0 IF FIRSTSP = 0 THEN DO;
          SUBDICTION.LIMIT = SUBDICTION.LIMIT + 1;
          FIRSTSP = SUBDICTION.LIMIT;
201530 2 1
201540 2 1
201550 2 1
201560 2 0 SUBDICTION.FROM (FIRSTSP) = LOOKUP;
201570 2 0 SUBDICTION.TO (FIRSTSP) = COMMSTR;
201580 2 0 RETURN ('SAVED_IN_|_DICTNAME | .| | LOOKUP');

201600 2 0 END SAVE;

```

1DCTNRY: PROC (DICTION, COMMSTR) RETURNS (CHAR (160) VAR);

NUMBER L E V N T

```

201630 1 0 REMOVE. PROC (SUBDICTION, DICTNAME) RETURNS (CHAR (160) VAR);          OCTO1630
201650 2 0 DCL 1 SUBDICTION,                                              OCTO1640
        2 LIMIT FIXED,                                              OCTO1650
        2 FROM (*) CHAR (50) VAR,                                     OCTO1660
        2 TO (*) CHAR (160) VAR;                                     OCTO1670
        2 DICTNAME CHAR (5) VAR,                                     OCTO1680
        1 FIXED;                                                 OCTO1690
201720 2 0 IF BIF_IDENT (COMMSTR) THEN                                         OCTO1700
        RETURN (*ERROR* ATTEMPT_TO_REMOVE_BIF, ' || COMMSTR);      OCTO1710
201740 2 0 IF SUBDICTION.LIMIT > 0 THEN                                     OCTO1720
        DO I = 1 TO SUBDICTION.LIMIT;                                OCTO1730
        IF SUBDICTION.FROM (I) = COMMSTR THEN DO;
201760 2 1 SUBDICTION.FROM (I) = '/';                                     OCTO1740
201770 2 2 SUBDICTION.FROM (I) = ',';                                     OCTO1750
201780 2 2 SUBDICTION.TO (I) = '/';                                     OCTO1760
201790 2 2 RETURN ('REMOVED_FROM_ ' || DICTNAME || ' || COMMSTR);    OCTO1770
201800 2 2 END;                                                       OCTO1780
201810 2 1 END;                                                       OCTO1790
201820 2 0 RETURN (*ERROR* NOT_FOUND_IN_ ' || DICTNAME || ' || COMMSTR);    OCTO1800
201840 2 0 END REMOVE;

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NUMBER LEV NT

```
201870 1 0 REPLACE: PROC (RSTR, FROMSTR, TOSTR);
  DCTO1870
  DCTO1880
  DCTO1890
  DCTO1900
  DCTO1910
  DCTO1920
  DCTO1930
  DCTO1940
  DCTO1950
  DCTO1960
  DCTO1970
  DCTO1980
  DCTO1990
  DCTO2000
  DCTO2010
  DCTO2020
  DCTO2030

201890 2 0 DCL (RSTR,REPLSTR,FROMSTR,TOSTR) CHAR (160) VAR;
  I FIXED;

201920 2 0 REPLSTR = '';
  I = INDEX (RSTR, FROMSTR);
  DO WHILE (I ^= 0);
    REPLSTR= REPLSTR || SUBSTR (RSTR,1,I - 1) || TOSTR;
    RSTR = SUBSTR (RSTR, I + LENGTH (FROMSTR));
    I = INDEX (RSTR, FROMSTR);
    END;
  RSTR = REPLSTR || RSTR;
END REPLACE;
```

NUMBER LEV NT

```

202040 1 0 GETS: PROC (LIST,TERM_ITEM) RETURNS (CHAR (160) VAR);          DCT02040
202060 2 0 DCL LIST CHAR (*) VAR,                                         DCT02050
         TERM_ITEM CHAR (1),                                              DCT02060
         RTN_LIST CHAR (160) VAR,                                         DCT02070
         I FIXED;                                                       DCT02080
202110 2 0 I = INDEX (LIST,TERM_ITEM);                                     DCT02100
         IF I = 0 THEN DO;                                                 DCT02110
         RTN_LIST = LIST;                                                 DCT02120
         LIST = ',';                                                    DCT02130
         END;                                                               DCT02140
202160 2 0 ELSE DO;                                                 DCT02150
         RTN_LIST = SUBSTR (LIST,1,I - 1);                                DCT02160
         LIST = SUBSTR (LIST,I + 1);                                         DCT02170
         END;                                                               DCT02180
202200 2 0 RETURN (RTN_LIST);                                           DCT02190
202220 2 0 END GETS;                                                 DCT02200
202250 1 0 END DCTNRY;                                               DCT02210
                                                               DCT02220
                                                               DCT02230
                                                               DCT02240
                                                               DCT02250
                                                               DCT02260
                                                               DCT02270
                                                               DCT02280
                                                               DCT02290
                                                               DCT02300

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NUMBER	LEV	NT	DEF00010 DEF00020 DEF00030 MAC00010 MAC00020 MAC00030 MAC00040 MAC00050 DEF00030 DEF00040 DEF00050 DEF00060 DEF00070 DEF00080 DEF00090 DEF00100 DEF00110 DEF00120 DEF00130 DEF00140 DEF00150 DEF00160 DEF00170 DEF00180 DEF00190 DEF00200 DEF00210 DEF00220 DEF00230 DEF00240 DEF00250
10	0	DEFMCH: PROC (MACH);	%INCLUDE MACH; **** DCL 1 MACH, 2 STATE_MAP (200) FIXED, 2 MATCH_500 CHAR (30) VAR, 2 ACTION (500) CHAR (40) VAR, 2 NEXT_STATE (500) FIXED;
100010	1	0	DCL MACHIN FILE RECORD; DCL FREE_LOC FIXED INIT (1); DCL LINE_CHAR (80); (LINE1,TYPE) CHAR (80) VAR;
200090	1	0	ON ENDFILE (MACHIN) GOTO COMPLETE;
200110	1	0	OPEN FILE (MACHIN) INPUT;
200120	1	0	DO WHILE ('1'B);
200130	1	1	READ FILE (MACHIN) INTO (LINE);
200140	1	1	LINE1 = LINE;
200150	1	1	TYPE = GETS (LINE1, '\');
200160	1	1	IF TYPE = 'S' THEN MACH.STATE_MAP (FIXED (GETS (LINE1, '\'))) = FREE_LOC;
200180	1	1	ELSE IF TYPE = 'T' THEN DO; MACH.MATCH (FREE_LOC) = GETS (LINE1, '\');
200190	1	2	MACH.ACTION (FREE_LOC) = GETS (LINE1, '\');
200200	1	2	MACH.NEXT_STATE (FREE_LOC) = FIXED (GETS (LINE1, '\'));
200220	1	2	FREE_LOC = FREE_LOC + 1;
200230	1	2	END;
200240	1	1	

NUMBER LLEV NT

200260	1	0	GETS: PROC (LIST,TERM_ITEM) RETURNS (CHAR (80) VAR);	DEF00260 DEF00270 DEF00280 DEF00290 DEF00300 DEF00310 DEF00320 DEF00330 DEF00340 DEF00350 DEF00360 DEF00370 DEF00380 DEF00390 DEF00400 DEF00410 DEF00420 DEF00430 DEF00440 DEF00450 DEF00460 DEF00470 DEF00480
200280	2	0	DCL LIST CHAR (*) VAR, TERM_ITEM CHAR (1), RTN_LIST CHAR (80) VAR, I FIXED;	
200330	2	0	I = INDEX (LIST,TERM_ITEM);	
200340	2	0	IF I = 0 THEN DO;	
200350	2	1	RTN_LIST = LIST;	
200360	2	1	LIST = '';	
200370	2	1	END;	
200380	2	0	ELSE DO;	
200390	2	1	RTN_LIST = SUBSTR (LIST,1,I - 1);	
200400	2	1	LIST = SUBSTR (LIST,I + 1);	
200410	2	1	END;	
200420	2	0	RETURN (RTN_LIST);	
200440	2	0	END GETS;	
200460	1	0	COMPLETE: PUT SKIP LIST ('MACHINE DEFINITION COMPLETE');	
200480	1	0	CLOSE FILE (MACHIN);	

PL/I OPTIMIZING COMPILER

1DEFMCH: PROC (MACH);

NUMBER LEV NT

2000500 1 0 END DEFMCH;

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DEF00500

NUMBER LEV NT

10 0 PARSE : PROC (MACH,TOKENS_PTR,XTREE,XCHNGE,ENTITY,DEBUG); PAR00010

 %INCLUDE MACH;*****
 100010 1 0 DCL 1 MACH, STATE_MAP (200) FIXED, MATCH (500) CHAR (30) VAR,
 2 ACTION (500) CHAR (40) VAR,
 2 NEXT_STATE (500) FIXED; MAC00010

 %INCLUDE TOKEN;*****
 300010 1 0 DCL 1 TOKEN BASED, ITEM CHAR (30) VAR,
 2 CLASS CHAR (10) VAR,
 2 NEXT_PTR; MAC00020

 %INCLUDE XTREE;*****
 500010 1 0 DCL 1 XTREE (1000), LABEL CHAR (30) VAR,
 2 CHILD FIXED,
 2 LINK FIXED; MAC00030

 %INCLUDE XCHNGE;*****
 600010 1 0 DCL XCHNGE (20) CHAR (80) VAR; MAC00040

 %INCLUDE ENTITY;*****
 700010 1 0 DCL 1 ENTITY (0:12), NAME CHAR (30) VAR,
 2 DEPTH FIXED,
 2 VES_FN CHAR (2) VAR,
 2 WHERE FIXED,
 2 N_PARENT (2) FIXED,
 2 VES_PAR PTR,
 2 ATTR (15),
 3 VES_KEY BIT (1),
 3 CART_KEY BIT (1),
 3 SING_DCC BIT (1),
 3 A_PARENT FIXED,
 3 USES CHAR (30) VAR,
 3 LIST PTR;

 700150 1 0 DCL 1 N_MAP (2) BASED,
 2 NUM (15) FIXED; ENT00150

 800090 1 0 DCL TOKENS_PTR PTR;
 800100 1 0 DCL DEBUG_BIT (1); PAR00070
 800110 1 0 DCL (XTREE LOC_XCH LOC_CUR_ES) FIXED; PAR00080
 800120 1 0 DCL STACK (3:100) CHAR (30) VAR, TOS (3) FIXED; PAR00090
 800140 1 0 DCL VES (0:9) FIXED; PAR00100

NUMBER LEV NR

```

      VES_LOC FIXED;
800160   1  O  DCL (STATE_NUM) FIXED;
           (INPUT_PTR,FREE_PTR) PTR;
800180   1  O  DCL ERROR FILE OUTPUT;
           OPEN FILE (ERROR);
800190   1  O  XTREE (*).LABEL = '';
           XTREE (*).CHILD = 0;
           XTREE (*).LINK = 0;
800210   1  O  XTREE LOC = 1;
           XCH_LDC = 0;
800220   1  O  ENTITY (*).NAME = '';
           ENTITY (*).DEPTH = 0;
           ENTITY (*).VES_FN = '';
800230   1  O  ENTITY (*).WHERE = 0;
           N_PARENT (*) = 0;
800240   1  O  ENTITY (*).N_PARENT (*) = 0;
           ENTITY (*).VES_PAR = NULL ();
800250   1  O  ENTITY (*).ATTR (*) .VES_KEY = '0' B;
           ENTITY (*).ATTR (*) .CART_KEY = '0' B;
800260   1  O  ENTITY (*).ATTR (*) .SING_DCC = '1' B;
           ENTITY (*).ATTR (*) .A_PARENT = 0;
800270   1  O  ENTITY (*).ATTR (*) .USES = '';
           ENTITY (*).ATTR (*) .LIST = NULL ();
800280   1  O  CUR_ES = 0;
           STACK (*,0) = '#BOS';
800290   1  O  TOS (*) = 0;
           VES (*) = 0;
800310   1  O  VES LOC = -1;
           INPUT_PTR = TOKENS_PTR;
800320   1  O  STATE_NUM = 1;
           PAR001150
           PAR00160
           PAR00170
           PAR00180
           PAR00190
           PAR00200
           PAR00210
           PAR00220
           PAR00230
           PAR00240
           PAR00250
           PAR00260
           PAR00270
           PAR00280
           PAR00290
           PAR00300
           PAR00310
           PAR00320
           PAR00330
           PAR00340
           PAR00350
           PAR00360
           PAR00370
           PAR00380
           PAR00390
           PAR00400
           PAR00410
           PAR00420
           PAR00430
           PAR00440
           PAR00450

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NUMBER LLEV NT

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800460   1  0  DO WHILE (STATE_NUM ^= 0);
800470   1  1    IF DEBUG THEN
800470   1  2      PUT SKIP (2) EDIT
800470   1  3          ('TRANSIT: STATE = ', STATE_NUM,
800470   1  4              'INPUT =$', INPUT_PTR -> TOKEN_ITEM, '$$',
800470   1  5              'CLASS =$', INPUT_PTR -> TOKEN_CLASS, '$$',
800470   1  6              'STK#1 =$', STACK (1, TOS (1)), '$$',
800470   1  7              'STK#2 =$', STACK (2, TOS (2)), '$$')
800470   1  8          (A,F(5),4(SKIP,A,A));
800470   1  9      DO N = MACH.STATE_MAP (STATE_NUM)
800470   1 10        TO MACH.STATE_MAP (STATE_NUM + 1) - 1;
800470   1 11        IF MATCHING (MACH.MATCH (N)) THEN DO;
800470   1 12          STATE_NUM = ACTING (MACH.ACTION (N)), MACH.NEXT_STATE (N));
800470   1 13          N = 10000;
800470   1 14      END;
800470   1 15      END;
800470   1 16      IF N < 10000 THEN DO;
800470   1 17          /*TRANSITIONS NOT CLOSED*/
800470   1 18          PUT FILE (ERROR) SKIP EDIT
800470   1 19              ('CLOSURE ON STATE = ', STATE_NUM,
800470   1 20                  'INPUT =$', INPUT_PTR -> TOKEN_ITEM, '$$',
800470   1 21                  'CLASS =$', INPUT_PTR -> TOKEN_CLASS, '$$',
800470   1 22                  'STK#1 =$', STACK (1, TOS (1)), '$$',
800470   1 23                  'STK#2 =$', STACK (2, TOS (2)), '$$')
800470   1 24          (A,F(5),4(SKIP,A,A));
800470   1 25      IF DEBUG THEN
800470   1 26          PUT SKIP LIST ('PREMATURE TERMINATION');
800470   1 27      STATE_NUM = 0;
800470   1 28  END;
800470   1 29  END;
800470   1 30  CLOSE FILE (ERROR);
800470   1 31

```

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```

PAR00460
PAR00470
PAR00480
PAR00490
PAR00500
PAR00510
PAR00520
PAR00530
PAR00540
PAR00550
PAR00560
PAR00570
PAR00580
PAR00590
PAR00600
PAR00610
PAR00620
PAR00630
PAR00640
PAR00650
PAR00660
PAR00670
PAR00680
PAR00690
PAR00700
PAR00710
PAR00720
PAR00730
PAR00740
PAR00750
PAR00760
PAR00770
PAR00780

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NUMBER	LEV	NT
800790	1	O MATCHING: PROC (MATCH_LIST) RETURNS (BIT (1));
800810	2	O DCL MATCH_LIST CHAR (30) VAR, (REST_LIST,PROCESS_LIST) CHAR (30) VAR, I FIXED;
800850	2	O IF MATCH_LIST = '' THEN RETURN ('1'B); REST_LIST = MATCH_LIST; DO WHILE (REST_LIST ^= ''); PROCESS_LIST = GETS (REST_LIST, ' '); IF DEBUG THEN PUT SKIP EDIT ('MATCHING =\$',PROCESS_LIST,'\$\$') (3 (A)); IF FOUND (INPUT_PTR -> TOKEN,ITEM, INPUT_PTR -> TOKEN,CLASS) THEN IF FOUND (STACK (1,TOS (1)),'') THEN IF FOUND (STACK (2,TOS (2)), '/') THEN RETURN ('1'B);
800940	2	1 END;
800990	2	1 RETURN ('0'B);
801000	2	O RETURN ('0'B);

NUMBER	LEV	NT	PARO1020	2	0	FOUND : PROC (FIND_ITEM, FIND_CLASS) RETURNS (BIT (1));
801040	3	0	DCL (FIND_ITEM, MATCH_FIND) CHAR (30) VAR,			
			FIND_CLASS CHAR (10) VAR;			
801070	3	0	MATCH_ITEM = GETS (PROCESS_LIST, ' . ');			
801080	3	0	IF DEBUG THEN			
			PUT SKIP EDIT			
			(' FIND_MATCH = \$ ', MATCH_ITEM, '\$ \$ ',			
			' FIND_ITEM = \$ ', FIND_ITEM, '\$ \$ ',			
			' FIND_CLASS = \$ ', FIND_CLASS, '\$ \$ ')			
			(A,A,2 (SKIP_A,A,A));			
801140	3	0	SELECT (MATCH_ITEM);			
801150	3	1	WHEN (' ', FIND_CLASS) RETURN (' 1 'B);			
801160	3	1	WHEN ('@CONC') MATCH_ITEM = '/ /';			
801170	3	1	WHEN ('@CONC') MATCH_ITEM = '/ / + - * ./ . 1 ';			
801180	3	1	WHEN ('@SUMOP') MATCH_ITEM = '/ / - + - / /';			
801190	3	1	WHEN ('@SUMOP') MATCH_ITEM = '/ / + - / /';			
801200	3	1	WHEN ('@MULTOP') MATCH_ITEM = '* / / /';			
801210	3	1	WHEN ('@MULTOP') MATCH_ITEM = '* / / * * *';			
801220	3	1	WHEN ('@VIRT') MATCH_ITEM = ' V0 , V1 , V2 , V3 , V4 , V5 , V6 , V7 , V8 , V9 ';			
801230	3	1	WHEN ('@SETOP') MATCH_ITEM = ' MU , MI , SU , SI , CS ';			
801240	3	1	WHEN ('@REL') MATCH_ITEM = '> < = !=';			
801250	3	1	WHEN ('@CMP') MATCH_ITEM = ' AND , OR , XOR ';			
801260	3	1	OTHERWISE :			
801270	3	1	END ;			
801280	3	0	MATCH_FIND = FIND_ITEM;			
801290	3	0	MATCH_FIND = GETS (MATCH_FIND, ' . ');			
801300	3	0	DO WHILE (MATCH_ITEM, ^ = ' ');			
801310	3	1	IF DEBUG THEN			
			PUT SKIP EDIT ('SEP' ITEM = \$\$, MATCH_ITEM, '\$ \$ ')			
801340	3	1	IF GETS (MATCH_ITEM, ' . ') = MATCH_FIND THEN			
			(3 (A));			
			RETURN (' 1 'B);			
801360	3	1	END ;			
801370	3	0	RETURN (' 0 'B);			
801390	3	0	END FOUND ;			
801410	2	0	END MATCHING ;			

NUMBER	LEV	NT	
801430	1	0	ACTING: PROC (ACTION_LIST,NXT_STATE) RETURNS (FIXED); PARO1430 PARO1440 PARO1450 PARO1460 PARO1470 PARO1480 PARO1490
801450	2	0	DCL (ACTION_LIST,REST_LIST) CHAR (40) VAR, (PROCESS_LIST,ACTION_NAME,GARBAGE,RTN_STATE) CHAR (30) VAR, NXT_STATE FIXED; PARO1500 PARO1510 PARO1520 PARO1530 PARO1540 PARO1550 PARO1560 PARO1570 PARO1580
801490	2	0	REST_LIST = ACTION_LIST; 801500 2 0 DO WHILE (REST_LIST ^= ' '); 801510 2 1 PROCESS_LIST = GETS (REST_LIST,{' '}); 801520 2 1 IF DEBUG THEN PUT SKIP EDIT ('ACTING =\$',PROCESS_LIST,'\$\$') (3 (A)); 801560 2 1 ACTION_NAME = GETS (PROCESS_LIST, ','); 801570 2 1 SELECT (ACTION_NAME); 801580 2 2 WHEN ('PUSH','P') CALL PUSH (FIXED (GETS (PROCESS_LIST,'.'))); CHANGE (PROCESS_LIST); 801610 2 2 WHEN ('POP') GARBAGE = POP (FIXED (PROCESS_LIST)); 801630 2 2 WHEN ('DEL') DO; 801640 2 3 FREE_PTR = INPUT_PTR; INPUT_PTR = INPUT_PTR -> TOKEN.NEXT; 801650 2 3 INPUT_PTR -> TOKEN_PTR -> TOKEN. FREE_PTR -> TOKEN; END; 801660 2 3 WHEN ('GENENT') CALL GENENT; 801680 2 2 WHEN ('VIRIX') CALL VIRIX; 801700 2 2 WHEN ('VIRTA') CALL VIRTIA; 801720 2 2 WHEN ('ATTNR') ENTITY (CUR_ES).WHERE = FIXED (SUBSTR (POP (1),2)); 801740 2 2 WHEN ('GENNODE7','GD') CALL GENNODE; 801760 2 2 WHEN ('INDX') CALL EXCH (' :IND'); 801780 2 2 WHEN ('MULX') CALL EXCH (' :MUL'); 801800 2 2 WHEN ('ADDON') CALL ADDON; 801820 2 2 OTHERWISE PUT FILE (ERROR) SKIP LIST ('BAD ACTION: ',ACTION_NAME); 801840 2 2 END; 801870 2 2 END; 801880 2 1 IF NXT_STATE < 0 THEN DO; 801890 2 0 RTN_STATE = POP (2); 801900 2 1 GARBAGE = GETS (RTN_STATE,'.'); 801910 2 1

NUMBER	LEV	NT
801920	2	1
		RETURN (FIXED (RTN_STATE));
801930	2	1
		END;
801940	2	0
		ELSE RETURN (NXT_STATE);
801970	2	0
		END ACTING;

PARO1920
PARO1930
PARO1940
PARO1950
PARO1960
PARO1970
PARO1980

NUMBER	LEV	NT	
801990	1	0 GETS: PROC (LIST,TERM_ITEM) RETURNS (CHAR (30) VAR);	
802010	2	0 DCL LIST CHAR (*) VAR, TERM_ITEM CHAR (1), RTN_LIST CHAR (30) VAR, I FIXED;	
802060	2	0 I = INDEX (LIST,TERM_ITEM);	
802070	2	0 IF I = 0 THEN DO; <td></td>	
802080	2	1 RTN_LIST = LIST;	
802090	2	1 LIST = ',';	
802100	2	1 END;	
802110	2	0 ELSE DO;	
802120	2	1 RTN_LIST = SUBSTR (LIST,1,I - 1);	
802130	2	1 LIST = SUBSTR (LIST,I + 1);	
802140	2	1 END;	
802150	2	0 RETURN (RTN_LIST);	
802170	2	0 END GETS;	

NUMBER	LEV	NT	
802190	1	0 PUSH: PROC (STACK_NUM,STACK_ITEM); PAR02190 PAR02200	
802210	2	0 DCL STACK_NUM FIXED. STACK_ITEM CHAR (30) VAR; PAR02210 PAR02220	
802240	2	0 TOS (STACK_NUM) = TOS (STACK_NUM) + 1; 802250	0 STACK (STACK_NUM,TOS (STACK_NUM)) = STACK_ITEM; PAR02240 PAR02250
802270	2	0 END PUSH; PAR02260 PAR02270 PAR02280	
802290	1	0 POP: PROC (STACK_NUM) RETURNS (CHAR (30) VAR); PAR02290	
802310	2	0 DCL STACK_NUM FIXED; PAR02300 PAR02310	
802330	2	0 TOS (STACK_NUM) = TOS (STACK_NUM) - 1; 802340	0 RETURN (STACK (STACK_NUM,TOS (STACK_NUM) + 1)); PAR02320 PAR02330
802360	2	0 END POP; PAR02340 PAR02350 PAR02360 PAR02370	
802380	1	0 CHANGE: PROC (CH_ITEM) RETURNS (CHAR (30) VAR); PAR02380	
802400	2	0 DCL (CH_ITEM,INP_SOURCE) CHAR (30) VAR; PAR02390 PAR02400	
802420	2	0 IF INDEX (CH_ITEM,'@') = 0 THEN RETURN (CH_ITEM); PAR02410 PAR02420	
802440	2	0 INP_SOURCE = GETS (CH_ITEM); SELLECT (INP_SOURCE); PAR02430 PAR02440	
802450	2	0 WHEN ('1')	
802460	2	1 WHEN ('17')	
802480	2	1 WHEN ('C')	
		CH_ITEM = INPUT_PTR -> TOKEN.ITEM CH_ITEM; PAR02460 PAR02470 PAR02480 PAR02490	
802510	2	1 WHEN ('1','2','3') CH_ITEM = STACK (FIXED (INP_SOURCE).TOS (FIXED (INP_SOURCE))) OTHERWISE: PAR02500 PAR02510	
802540	2	1 END; PAR02520 PAR02530 PAR02540	
802550	2	0 RETURN (CH_ITEM); PAR02550 PAR02560	
802560	2	0 END CHANGE; PAR02570 PAR02580 PAR02590	

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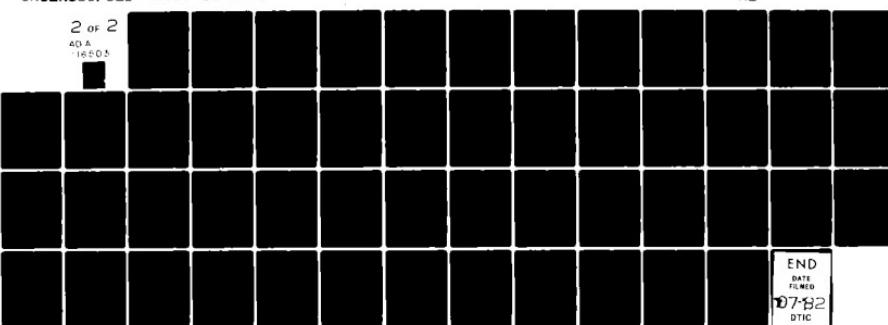
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NUMBER	LEV	NT
802600	1	0 GENENT: PROC;
802620	2	0 DCL (ENT_ITEM, ENT_NAME) CHAR (30) VAR. (NUM_KEYS,1) FIXED;
802650	2	0 CUR_ES = CUR_ES + 1; ENTITY (CUR_ES).VES_FN = 'S'; ENT_ITEM = POP (2); IF ENT_ITEM = ')', THEN DO; ENTITY (CUR_ES).N_PARENT (2) = FIXED (SUBSTR (POP (1),2));
802660	2	0 ENT_ITEM = POP (2); IF ENT_ITEM = '(', THEN DO; ENTITY (CUR_ES).N_PARENT (2) = FIXED (SUBSTR (POP (1),2));
802670	2	0 NUM_KEYS = 0;
802680	2	1 DO WHILE (ENT_ITEM ^= '('); CALL PUSH (3,POP (1));
802690	2	2 NUM_KEYS = NUM_KEYS + 1; ENT_ITEM = POP (2); END;
802700	2	2 DO I = 1 TO NUM_KEYS; CALL GENATTR (POP (3));
802710	2	2 END;
802720	2	2 ENTITY (CUR_ES).VES_FN = POP (2); /*MUST BE */(*/*/
802730	2	1 ENT_ITEM = POP (2);
802740	2	1 END;
802750	2	1 DO I = 1 TO NUM_KEYS;
802760	2	2 CALL GENATTR (POP (3));
802770	2	2 END;
802780	2	2 ENTITY (CUR_ES).VES_FN = POP (2); /*MUST BE */(*/*/
802790	2	1 ENT_ITEM = POP (2);
802800	2	1 END;
802810	2	0 ENT_NAME = POP (1);
802820	2	0 IF SUBSTR (ENT_NAME,1,1) = ';' THEN ENTITY (CUR_ES).N_PARENT (1) = FIXED (SUBSTR (ENT_NAME,2));
802830	2	0 ELSE DO; ENTITY (CUR_ES).NAME = ENT_NAME; ENTITY (CUR_ES).VES_FN = 'R'; END;
802850	2	0 END;
802860	2	1 ENTITY (CUR_ES).NAME = ENT_NAME; ENTITY (CUR_ES).VES_FN = 'R'; END;
802870	2	1 CALL PUSH (1,: CHAR (CUR_ES));
802880	2	0 END GENENT;
802890	2	0 END GENENT;
802910	2	0 END GENENT;

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IPARSE: PROC (MACH,TOKENS_PTR,XTREE,XCHNGE.ENTITY,DEBUG);
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NUMBER	LEV	NT
802930	1	0 VIRTX: PROC;
802950	2	0 DCL GARBAGE CHAR (30) VAR;
802970	2	0 STACK (1 TOS (1)) = , VES (1) = , VES (FIXED (SUBSTR (STACK (1.TOS (1)),2)); , /*MUST BE */ , GARBAGE = POP (2);
802990	2	0 END VIRTX;
803010	2	0 END VIRTX;
803030	1	0 VIRTA: PROC;
803050	2	0 VES_LOC = VES_LOC + 1;
803060	2	0 VES (VES_LOC) = FIXED (SUBSTR (POP (1),2));
803080	2	0 END VIRTA;

NUMBER	LEV	NT
803100	1	0 GENNODE: PROC;
803120	2	0 DCL (OP_ITEM,ARG_ITEM,NODE_LOCATION) CHAR (30) VAR, 1 FIXED;
803150	2	0 OP_ITEM POP (2); 0 NODE_LOCATION = ',' ; CHAR (XTREE_LOC);
803150	2	0 CALL_PUTX (GETS (OP_ITEM,'.'), FIXED (OP_ITEM)); /*0 IF NO ARG_OP*/
803170	2	0 IF FIXED (OP_ITEM) > 0 THEN DO I = 1 TO FIXED (OP_ITEM);
803180	2	1 ARG ITEM = POP (1); IF SUBSTR (ARG_ITEM,1,1) = ',' THEN XTREE (FIXED (POP (3))),LINK = FIXED (SUBSTR (ARG_ITEM,2));
803200	2	1 ELSE DO; XTREE (FIXED (POP (3))),LINK = XTREE_LOC; CALL GENATTR (ARG_ITEM); CALL PUTX (ARG_ITEM,O); END;
803210	2	1 END; CALL PUSH (1,NODE_LOCATION);
803230	2	0 PUTX: PROC (PUTX_ITEM,CHILD_NUM);
803240	2	0 DCL PUTX_ITEM CHAR (30) VAR, (CHILD_NUM,1) FIXED;
803250	2	0 XTREE (XTREE_LOC).LABEL = PUTX_ITEM;
803260	2	0 XTREE (XTREE_LOC).CHILD = CHILD_NUM;
803270	2	0 IF CHILD_NUM > 0 THEN DO I = 0 TO CHILD_NUM - 1; CALL PUSH (3,CHAR (XTREE_LOC + 1)); /*WATCH FOR CONV ERRORS*/
803280	2	1 END;
803290	2	0 XTREE_LOC = XTREE_LOC + MAX (CHILD_NUM,1);
803310	2	0 END PUTX;
803330	3	0 END GENNODE;
803360	3	0 XTREE (XTREE_LOC).LABEL = PUTX_ITEM;
803370	3	0 XTREE (XTREE_LOC).CHILD = CHILD_NUM;
803380	3	0 IF CHILD_NUM > 0 THEN DO I = 0 TO CHILD_NUM - 1;
803400	3	1 CALL PUSH (3,CHAR (XTREE_LOC + 1)); /*WATCH FOR CONV ERRORS*/
803410	3	1 END;
803420	3	0 XTREE_LOC = XTREE_LOC + MAX (CHILD_NUM,1);
803440	3	0 END PUTX;
803460	2	0 END GENNODE;

NUMBER LEV NT

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803480 1 0 GENATTR: PROC (ATTR_ITEM);
          /*MODIFIES ATTR_ITEM*/
          DCL (ATTR_ITEM,GEN_ITEM,VES_CART_KEY,NM_ITEM) CHAR (30) VAR;
          NAME_ITEM CHAR (80) VAR,
          (PARENT_NUM,1) FIXED,
          (VIRTUAL,CARTESIAN) BIT (1);

803560 2 0 GEN_ITEM = ATTR_ITEM;
          NAME_ITEM = GETS (GEN_ITEM,'..');
          IF GEN_ITEM = 'IND' THEN
            NAME_ITEM = XCHANGE (FIXED (NAME_ITEM));
          ELSE IF GEN_ITEM ~='R' THEN
            RETURN;
          PARENT_NUM = 0;
          VIRTUAL = 'O';
          CARTESIAN = 'O:B';
          DO WHILE (NAME_ITEM ~=' ');
            VES_CART_KEY = GETS (NAME_ITEM,'.');
            NM_ITEM = GETS (VES_CART_KEY '..');
            VIRTUAL = ((GETS (VES_CART_KEY '..')) = 'V') | VIRTUAL;
            CARTESIAN = ((VES_CART_KEY = 'C') | CARTESIAN);
            DO I = PARENT_NUM + 1 TO 15
              WHILE (ENTITY (CUR_ES).ATTR (I).USES ~='');
              IF NM_ITEM = ENTITY (CUR_ES).ATTR (I).USES
                & CARTESIAN = ENTITY (CUR_ES).ATTR (I).CART_KEY
                & PARENT_NUM = ENTITY (CUR_ES).ATTR (I).A_PARENT THEN DO;
                  PARENT_NUM = I;
                  I = 20;
                END;
              END;
            IF I = 16 THEN
              /*TOO MANY ATTRIBUTES FOR THIS ES*/;
            ELSE IF I < 16 THEN DO;
              ENTITY (CUR_ES).ATTR (I).USES = NM_ITEM;
              ENTITY (CUR_ES).ATTR (I).VES_KEY = VIRTUAL;
              ENTITY (CUR_ES).ATTR (I).CART_KEY = CARTESIAN;
              ENTITY (CUR_ES).ATTR (I).A_PARENT = PARENT_NUM;
              PARENT_NUM = I;
            END;
          END;
          ATTR_ITEM = CHAR (PARENT_NUM) || ':NTH';
        END GENATTR;

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IPARSE: PROC (MACH, TOKENS_PTR, XTREE, XCHNGE, ENTITY, DEBUG);

NUMBER	LEV	NT
803920	1	0 EXCH: PROC (TYP);
803940	2	0 DCL TYP CHAR (4);
803960	2	0 XCH LOC = XCH LOC + 1;
803960	2	0 XCHNGE (XCH LOC) = GETS (STACK (1,TOS (1)), ','');
803970	2	0 STACK (1.TOS (1)) = CHAR (XCH LOC) TYP;
803980	2	0 END EXCH;
804000	2	0 END EXCH;
804020	1	0 ADDON: PROC:
804040	2	0 XCHNGE (XCH LOC) = XCHNGE (XCH LOC) ',' STACK (1,TOS (1));
804060	2	0 END ADDON;

PL/I OPTIMIZING COMPILER

IPARSE: PROC (MACH,TOKENS_PTR,XTREE,XCHANGE,ENTITY,DEBUG);

NUMBER LEV NT

804080 1 0 END PARSE;

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PAR04080

NUMBER	LEV	NT	CODE
10	0	SMPLFY:	PROC (XTREE, ENTITY, XCHNGE, RETPTR);
		%INCLUDE XTREE; /*-----*	***** SMP00010
		DCL 1 XTREE (1000);	***** SMP00020
		2 LABEL CHAR (30) VAR,	***** SMP00030
		2 CHILD FIXED,	***** SMP00040
		2 LINK FIXED;	***** SMP00050
		-----	***** SMP00060
		%INCLUDE XCHNGE (20) CHAR (80) VAR;	***** SMP00070
		-----	***** SMP00080
30000	1	0	DCL XCNGE (20) CHAR (80) VAR;
		-----	***** SMP00090
		%INCLUDE ENTITY; /*-----*	***** SMP000A0
40000	1	0	DCL 1 ENTITY (0:12);
		2 NAME CHAR (30) VAR.	***** IND00010
		2 DEPTH FIXED.	***** ENT00020
		2 VES FN CHAR (2) VAR.	***** ENT00030
		2 WHERE FIXED.	***** ENT00040
		2 N PARENT (2) FIXED.	***** ENT00050
		2 VES PAR PTR.	***** ENT00060
		2 ATTR (15),	***** ENT00070
		3 VES KEY BIT (1);	***** ENT00080
		3 CART KEY BIT (1);	***** ENT00090
		3 SING_DCC BIT (1).	***** ENT00100
		3 A PARENT FIXED.	***** ENT00110
		3 USES CHAR (30) VAR.	***** ENT00120
		3 LIST PTR;	***** ENT00130
		3 MAP (2) BASED.	***** ENT00140
		2 NUM (15) FIXED;	***** ENT00150
		-----	***** ENT00160
		%INCLUDE ATTRIB; /*-----*	***** SMP00050
60000	1	0	DCL 1 ATTRIB BASED,
		2 LEVEL FIXED,	***** ATT00010
		2 ITEM CHAR (50) VAR,	***** ATT00020
		2 NEXT PTR;	***** ATT00030
		-----	***** ATT00040
70000	1	0	DCL 1 RETE ARG BASED (RETEP), /* WILL ALSO BE RETE_RTN */
		2 CIL_INFO,	***** SMP00060
		3 LEN FIXED BIN (15), INIT (21).	***** SMP00070
		3 CBTP FIXED BIN (15) INIT (21).	***** F2A00020
		3 PTR PTR,	***** F2A00030
		2 NUM ATTR FIXED,	***** F2A00040
		2 NUM_COND FIXED, /* NUMBER OF CONDITIONS */	***** F2A00050
		2 ENT,	***** F2A00060
		3 NAME CHAR (30) VAR, /* ENTITY SET NAME */	***** F2A00070
		3 DEPTH FIXED, /* FILLED IN WHEN RETURNED */	***** F2A00100
		3 ATTR (NATTR REFER (RETE ARG_NUM ATTR)),	***** F2A00110
		4 SING OCC BIT (1), /* IF SINGLE OCCUR THEN SET */	***** F2A00120
		4 A_PARENt FIXED, /* PARENT NUMBER */	***** F2A00130
		-----	***** F2A00140

NUMBER LEV NT

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4 USES CHAR(30) VAR, /* ATTRIBUTE NAME */
4 LIST PTR, /* POINT TO LIST OF OCC OF THIS ATTR IF ANY */
2 COND (NCOND REFER (RETE ARG NUM COND)),
3 ATTRREF FIXED, /* POINT TO ATTR IN ATTR ARRAY ABOVE */
3 NEG BIT(1), /* NEGATION OF RELATOR */
3 REL CHAR(1), /* '<', '>', '*' */
3 CDATA (10) CHAR (50) VAR, /* UP TO 10 'MULTI' TIMES */
2 RTN CODE FIXED BIN,
2 NEXT_PTR PTR;
700240 1 O DCL RETEP PTR;
700260 1 O DCL 1 RETE RTN1 BASED,
2 CTL,
3 LEN FIXED BIN(31),
3 CBTP FIXED BIN (31) INIT (46),
3 PTR PTR,
2 LEVEL FIXED BIN, /* OCCUR NUMBER */
2 ITEM CHAR (50),
2 NEXT_PTR PTR; /* POINT TO NEXT ON THE SAME ATTRIBUTE LIST */
***** */

800090 1 O DCL (RETPTR, TAILR,P) PTR,
(CUR_ES,NCOND,NATTR,I) FIXED;
800110 1 O DCL 1 ENTCOND (12,12),
2 ATTRREF FIXED,
2 NEG BIT (1),
2 REL CHAR (1) VAR,
2 CDATA (10) CHAR (30) VAR;

800170 1 O ENTCOND (*,*).ATTRREF = 0;
800180 1 O ENTCOND (*,*).NEG = '0'8;
800190 1 O ENTCOND (*,*).REL = '';
800200 1 O ENTCOND (*,*).CDATA (*) = '';

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C0

NUMBER LEV NT

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800220 1 0 DO CUR_ES = 12 TO 1 BY -1;
  SELECT (ENTITY (CUR_ES)).VES_FN;
  WHEN ('S') DO;
    ALLOCATE N_MAP SET (ENTITY (CUR_ES)).VES_PAR;
    CALL PRPGATE (ENTITY (CUR_ES).N_PARENT (1),
      'O'B,
      ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*));
  END;
  WHEN ('MU','MI','SU','SI') DO;
    ALLOCATE N_MAP SET (ENTITY (CUR_ES)).VES_PAR;
    CALL PRPGATE (ENTITY (CUR_ES).N_PARENT (1),
      'O'B,
      ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*));
  END;
  WHEN ('CS') DO;
    ALLOCATE N_MAP SET (ENTITY (CUR_ES)).VES_PAR;
    CALL PRPGATE (ENTITY (CUR_ES).N_PARENT (1),
      '1'B,
      ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*));
  END;
  WHEN ('C') DO;
    ALLOCATE N_MAP SET (ENTITY (CUR_ES)).VES_PAR;
    CALL PRPGATE (ENTITY (CUR_ES).N_PARENT (2),
      'O'B,
      ENTITY (CUR_ES).VES_PAR -> N_MAP (2).NUM (*));
  END;
  WHEN ('CS') DO;
    ALLOCATE N_MAP SET (ENTITY (CUR_ES)).VES_PAR;
    CALL PRPGATE (ENTITY (CUR_ES).N_PARENT (1),
      '1'B,
      ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*));
  END;
  WHEN ('C') DO;
    ALLOCATE N_MAP SET (ENTITY (CUR_ES)).VES_PAR;
    CALL PRPGATE (ENTITY (CUR_ES).N_PARENT (2),
      'O'B,
      ENTITY (CUR_ES).VES_PAR -> N_MAP (2).NUM (*));
  END;
  OTHERWISE;
END;
END;
END;
END;

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NUMBER LLEV NT

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800520   1   0   RETPTR = NULL ();
800530   1   0   DO CUR_ES = 1 TO 12 WHILE (ENTITY (CUR_ES).VES_FN ^= '');
800540   1   1   NCOND = 0;
800550   1   1   IF ENTITY (CUR_ES).VES_FN = 'R' THEN DO;
800560   1   2   IF ENTITY (CUR_ES).WHERE > 0
800560   1   2   & SEARCH (ENTITY (CUR_ES).WHERE) <= -3 THEN
800560   1   2   ENTITY (CUR_ES).WHERE = 0;
800570   1   2   DO I = 1 TO 15 WHILE (ENTITY (CUR_ES).ATTR (I).USES ^= '');
800580   1   3   END;
800590   1   2   NATR = I - 1;
800600   1   2   ALLOCATE RETE_ARG_SET (P);
800610   1   2   P -> RETE_ARG.ENT_NAME = ENTITY (CUR_ES).NAME;
800620   1   2   P -> RETE_ARG.ENT_DEPTH = ENTITY (CUR_ES).DEPTH;
800630   1   2   P -> RETE_ARG.ENT_NATTR = 1;
800640   1   2   DO I = 1 TO NATR;
800650   1   2   P -> RETE_ARG.ENT_ATTR (I).SING_OCC =
800660   1   3   ENTITY (CUR_ES).ATTR (I).SING_OCC;
800670   1   3   P -> RETE_ARG.ENT_ATTR (I).A_PARENT =
800680   1   3   ENTITY (CUR_ES).ATTR (I).A_PARENT;
800690   1   3   P -> RETE_ARG.ENT_ATTR (I).C_PARENT =
800700   1   3   ENTITY (CUR_ES).ATTR (I).C_PARENT;
800710   1   3   P -> RETE_ARG.ENT_ATTR (I).USES =
800720   1   3   ENTITY (CUR_ES).ATTR (I).USES;
800730   1   2   END;
800740   1   3   DO I = 1 TO NCOND;
800740   1   3   P -> RETE_ARG.COND (I).ATTRREF = ENTCOND (CUR_ES,I).ATTRREF;
800750   1   3   P -> RETE_ARG.COND (I).NEG = ENTCOND (CUR_ES,I).NEG;
800760   1   3   P -> RETE_ARG.COND (I).REL = ENTCOND (CUR_ES,I).REL;
800770   1   3   P -> RETE_ARG.COND (I).CDATA ('*') =
800780   1   3   ENTCOND (CUR_ES,I).CDATA ('*');
800790   1   2   END;
800800   1   2   IF RETPTR = NULL () THEN
800800   1   2   RETPTR = P;
800820   1   2   ELSE DO;
800830   1   3   TAILR -> RETE_ARG.NEXT_PTR = P;
800840   1   3   TAILR -> RETE_ARG.CTL_INFO_PTR = P;
800850   1   3   END;
800860   1   2   TAILR = P;
800870   1   2   END;
800880   1   1   TAILR -> RETE_ARG.NEXT_PTR = NULL ();
800890   1   1   TAILR -> RETE_ARG.CTL_INFO_PTR = NULL ();
800900   1   1

```

NUMBER	LEV	NT	CODE
800920	1	O	PRPGATE: PROC (PAR_ENT,CART_TYP,MAP_NUM);
	2	0	DCL PAR_ENT FIXED;
800940	2	0	DCL CART_TYP BIT (1);
800950	2	0	DCL MAP_NUM (15) FIXED;
800960	2	0	DCL (I,J,PARENT_NUM) FIXED;
800970	2	0	DCL NAME_ITEM CHAR (80) VAR,
800980	2	0	NM_ITEM CHAR (30) VAR;
801010	2	0	MAP_NUM (*) = 0;
	2	0	DO I = 1 TO 15 WHILE (ENTITY (CUR_ES).ATTR (I).USES ^= '');
801020	2	1	IF ENTITY (CUR_ES).ATTR (I).CART_KEY = CART_TYP THEN DO;
801030	2	1	J = I;
801040	2	2	NAME_ITEM = ENTITY (CUR_ES).ATTR (J).USES;
801050	2	2	DO WHILE (ENTITY (CUR_ES).ATTR (J).A_PARENT ^= 0);
801060	2	2	J = ENTITY (CUR_ES).ATTR (J).A_PARENT;
801070	2	3	NAME_ITEM = ENTITY (CUR_ES).ATTR (J).USES ' ',
801080	2	3	END;
	3		NAME_ITEM:
801100	2	3	PARENT_NUM = 0;
801110	2	2	DO WHILE (NAME_ITEM ^= '');
801120	2	2	NM_ITEM = GETS (NAME_ITEM,' ',');
801130	2	3	DO J = PARENT_NUM + 1 TO 15
801140	2	3	WHILE (ENTITY (PAR_ENT).ATTR (J).USES ^= '');
	3		IF NM_ITEM = ENTITY (PAR_ENT).ATTR (J).USES
801160	2	4	& ENTITY (PAR_ENT).ATTR (J).CART_KEY = 'O'B;
	4		& PARENT_NUM = ENTITY (PAR_ENT).ATTR (J).A_PARENT THEN
	4		DO;
801200	2	5	PARENT_NUM = J;
801210	2	5	J = 20;
801220	2	5	END;
801230	2	4	END;
801240	2	3	IF J = 16 THEN
	3		/* TOO MANY ATTRIBUTES FOR THIS ES */;
801260	2	3	ELSE IF J < 16 THEN DO;
801270	2	4	ENTITY (PAR_ENT).ATTR (J).USES = NM_ITEM;
801280	2	4	ENTITY (PAR_ENT).ATTR (J).VES_KEY = 'O'B;
801290	2	4	ENTITY (PAR_ENT).ATTR (J).CART_KEY = 'O'B;
801300	2	4	ENTITY (PAR_ENT).ATTR (J).A_PARENT = PARENT_NUM;
801310	2	4	PARENT_NUM = J;
801320	2	4	END;
801330	2	3	MAP_NUM (I) = PARENT_NUM;
801340	2	2	END;
801350	2	2	END;
801360	2	1	END;
801380	2	0	END PRPGATE;

NUMBER	LEV	NT
801400	1	O SEARCH: PROC (LINK_PT) RETURNS (FIXED) RECURSIVE;
801420	2	O DCL (LINK_PT, TAG1, TAG2) FIXED, (TERM_TYP, TERM_NM) CHAR (30) VAR;
801450	2	O IF XTREE (LINK_PT).CHILD = 0 THEN DO; 1 TERM_TYP = XTREE (LINK_PT).LABEL;
801460	2	1 TERM_NM = GETS (TERM_TYP, ' ',); 1 IF TERM_TYP = 'NTH' THEN
801470	2	1 RETURN (-2);
801480	2	1 ELSE IF INDEX ('A,S,MUL', TERM_TYP) ^= 0 THEN 1 RETURN (-1);
801500	2	1 END;
801520	2	1 ELSE IF XTREE (LINK_PT).CHILD = 1 & XTREE (LINK_PT).LABEL = '^' & SEARCH (XTREE (LINK_PT).LINK) = -3 THEN DO; 1 ENTCOND (CUR_ES, NCOND).NEG ^
801530	2	1 RETURN (-3);
801550	2	O ELSE IF XTREE (LINK_PT).CHILD = 2 & INDEX ('>, '<, '&', '&') AND XTREE (LINK_PT).LABEL) ^= 0 THEN DO; 1 TAG1 = SEARCH (XTREE (LINK_PT).LINK); 1 TAG2 = SEARCH (XTREE (LINK_PT + 1).LINK); 1 IF TAG1 = -2 & TAG2 = -1 THEN DO; 2 CALL SETREL (LINK_PT, 2 XTREE (LINK_PT).LINK, 2 XTREE (LINK_PT + 1).LINK); 2 RETURN (-3);
801580	2	1 END;
801590	2	1 ELSE IF XTREE (LINK_PT).CHILD = 2 & INDEX ('>, '<, '&', '&') AND XTREE (LINK_PT).LABEL) ^= 0 THEN DO; 1 TAG1 = SEARCH (XTREE (LINK_PT).LINK); 1 TAG2 = SEARCH (XTREE (LINK_PT + 1).LINK); 1 IF TAG1 = -2 & TAG2 = -1 THEN DO; 2 CALL SETREL (LINK_PT, 2 XTREE (LINK_PT).LINK, 2 XTREE (LINK_PT + 1).LINK); 2 RETURN (-3);
801600	2	1 END;
801620	2	1 ELSE IF TAG1 <= -3 THEN DO; 1 XTREE (LINK_PT + 1).LINK;
801630	2	1 END;
801640	2	1 ELSE IF TAG2 <= -3 THEN DO; 1 XTREE (LINK_PT + 1).LINK;
801650	2	1 END;
801680	2	2 ELSE IF TAG1 <= -1 & TAG2 = -2 THEN DO; 1 CALL SETREL (LINK_PT, 1 XTREE (LINK_PT + 1).LINK); 1 RETURN (-3);
801690	2	2 END;
801700	2	1 ELSE IF TAG1 <= -1 & TAG2 = -2 THEN DO; 1 CALL SETREL (LINK_PT, 1 XTREE (LINK_PT + 1).LINK); 1 RETURN (-3);
801710	2	2 END;
801740	2	2 ELSE IF TAG1 <= -1 & TAG2 = -2 THEN DO; 1 CALL SETREL (LINK_PT, 1 XTREE (LINK_PT + 1).LINK); 1 RETURN (-3);
801750	2	2 END;
801760	2	1 ELSE IF TAG1 <= -3 THEN 1 IF TAG2 <= -3 THEN 1 RETURN (TAG2); 1 ELSE IF TAG2 <= -4 THEN 1 RETURN (TAG2); 1 ELSE IF TAG2 <= -3 THEN 1 IF TAG1 = 0 THEN 1 RETURN (XTREE (LINK_PT + 1).LINK); 1 ELSE 1 RETURN (TAG1);
801790	2	1 ELSE IF TAG2 <= -3 THEN 1 IF TAG1 = 0 THEN 1 RETURN (XTREE (LINK_PT + 1).LINK); 1 ELSE 1 RETURN (TAG1);
801810	2	1 ELSE IF TAG1 > O THEN 1 RETURN (TAG1);
801830	2	1 IF TAG1 > O THEN 1 RETURN (TAG1);
801860	2	1 IF TAG1 > O THEN 1 RETURN (TAG1);
801880	2	1 IF TAG1 > O THEN 1 RETURN (TAG1);

1C

NUMBER	LEV	NT
		XTREE (LINK_PT).LINK = TAG1;
BD1900	2	1 IF TAG2 > 0 THEN
		XTREE (LINK_PT + 1).LINK = TAG2;
BD1920	2	1 END;
BD1930	2	0 RETURN (0);
BD1950	2	0 END SEARCH;

SMPO1890
SMPO1900
SMPO1910
SMPO1920
SMPO1930
SMPO1940
SMPO1950
SMPO1960
SMPO1970

NUMBER	LEV	NT
801980	1	O GETS: PROC (LIST,TERM_ITEM) RETURNS (CHAR (30) VAR);
802000	2	O DCL LIST CHAR (*) VAR, TERM_ITEM CHAR (1), RTN_LIST CHAR (30) VAR, I FIXED;
802050	2	O I = INDEX (LIST,TERM_ITEM);
802060	2	O IF I = 0 THEN DO; RTN_LIST = LIST;
802070	2	1 LIST = /*;
802080	2	1 END;
802090	2	1 END;
802100	2	O ELSE DO;
802110	2	1 RTN_LIST = SUBSTR (LIST,1,I - 1);
802120	2	1 LIST = SUBSTR (LIST,I + 1);
802130	2	1 END;
802140	2	O RETURN (RTN_LIST);
802160	2	O END GETS;

NUMBER	LEV	NT
802180	1	0 SETREL: PROC (LINK_PT, ATTR_LINK, CONST_LINK);
802200	2	0 DCL (LINK_PT, ATTR_LINK, CONST_LINK,I) FIXED, CONSTTYP CHAR (30) VAR, CONSTANT CHAR (80) VAR;
802240	2	0 NCOND = NCOND + 1; ENTCOND (CUR_ES,NCOND).REL = XTREE (LINK_PT).LABEL;
802250	2	0 ENTCOND (CUR_ES,NCOND).ATTRREF = FIXED (GETS (XTREE (ATTR_LINK).LABEL,':'));
802260	2	0 CONSTTYP = XTREE (CONST_LINK).LABEL;
802280	2	0 CONSTANT = GETS (CONSTTYP,':');
802290	2	0 IF CONSTTYP = 'MUL' THEN CONSTANT = XCHANGE (FIXED (CONSTANT));
802300	2	0 DO I = 1 TO 10 WHILE (CONSTANT ~ ','); ENTCOND (CUR_ES,NCOND).CDATA (I) = GETS (CONSTANT,'.');
802320	2	1 END;
802330	2	1
802340	2	1
802360	2	0 END SETREL;

PL/I OPTIMIZING COMPILER

1SMPLFY: PROC (XTREE, ENTITY, XCHNGE, RETPTR);

NUMBER LEV NT

802380 1 0 END SMPLFY;

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SMPO2380

1CNVERT: PROC (ENTITY, RETPTR);

NUMBER LEV NT

```

10 0 CNVERT: PROC (ENTITY, RETPTR);
***** %INCLUDE ENTITY; *****
100010 1 0 DCL 1 ENTITY (0:12),
        2 NAME CHAR (30) VAR,
        2 DEPTH FIXED,
        2 VES_FN CHAR (2) VAR,
        2 WHERE FIXED,
        2 N_PARENT (2) FIXED,
        2 VES_PAR PTR,
        2 ATTR (15),
        3 VES_KEY BIT (1),
        3 CART_KEY BIT (1),
        3 SING_DCC BIT (1),
        3 A_PARENT FIXED,
        3 USES CHAR (30) VAR,
        3 LIST PTR;
100150 1 0 DCL 1 N_MAP (2) BASED,
        2 NUM (15) FIXED;
***** %INCLUDE ATTRIB; *****
300010 1 0 DCL 1 ATTRIB BASED,
        2 LEVEL FIXED,
        2 ITEM CHAR (50) VAR,
        2 NEXT PTR;
***** %INCLUDE ARETE; *****
500020 1 0 DCL 1 RETE_ARG BASED (RETEP), /* WILL ALSO BE RETE_RTN */
        2 CTL_INFO,
        3 LEN FIXED BIN (15),
        3 CBTP FIXED BIN (15) INIT (21),
        3 PTR PTR,
        2 NUM_ATTR FIXED,
        2 NUM_COND FIXED, /* NUMBER OF CONDITIONS */
        2 ENT,
        3 NAME CHAR (30) VAR, /* ENTITY SET NAME */
        3 DEPTH FIXED, /* FILLED IN WHEN RETURNED */
        3 ATTR (NATTR REFER (RETE_ARG_NUM_ATTR)),
        4 SING_DCC BIT (1), /* IF SINGLE OCCUR THEN SET */
        4 A_PARENT FIXED, /* PARENT NUMBER */
        4 USES CHAR(30) VAR, /* ATTRIBUTE NAME */
        4 LIST PTR, /* POINT TO LIST OF OCC OF THIS ATTR IF ANY */
        2 COND (INCOND REFER (RETE_ARG_NUM_COND)),
        3 ATTRREF FIXED, /* POINT TO ATTR IN ATTR ARRAY ABOVE */
        3 NEG BIT(1), /* NEGATION OF RELATOR */
        3 REL_CHAR(1), /* '<', '>', '*' */
        3 CDATA (10) CHAR (50) VAR, /* UP TO 10 'MULTI' TIMES */
        2 RTN_CODE FIXED BIN,
        2 NEXT_PTR PTR;

```

NUMBER LEV NT

```

500240 1 0 DCL 1 RETEP PTR;
500260 1 0 DCL 1 RETE RTN1 BASED.          /* USED WHEN RETURNED */
      2 CTL,
      3 LEN FIXED BIN(31),
      3 CBTP FIXED BIN (31) INIT (46),
      3 PTR PTR,
      3 LEVEL FIXED BIN. /* OCCUR NUMBER */
      2 ITEM CHAR (50),
      2 NEXT_PTR PTR; /* POINT TO NEXT ON THE SAME ATTRIBUTE LIST */
*****+
600070 1 0 DCL (RETPTR, TAILP, TAILP) PTR,
      (CUR_ES,I) FIXED;
600100 1 0 TAILR = RETPTR;
      DO CUR_ES = 1 TO 12 WHILE (ENTITY (CUR_ES).VES_FN ^= '');
      IF ENTITY (CUR_ES).VES_FN = 'R' THEN DO;
          ENTITY (CUR_ES).DEPTH = TAILR -> RETE_ARG.ENT_DEPTH;
          DO I = 1 TO 15 WHILE (ENTITY (CUR_ES)_ATTR (I).USES ^= '');
              ENTITY (CUR_ES).ATTR (I).SING_OCC =
                  TAILR -> RETE_ARG.ENT_ATTR (I).SING_OCC;
              Q = TAILR -> RETE_ARG.ENT_ATTR (I).LIST;
              DO WHILE (Q ^= NULL ());
                  ALLOCATE ATTRIB SET (P);
                  P -> ATTRIB.ITEM = Q -> RETE_RTN1.ITEM;
                  P -> ATTRIB.LEVEL = Q -> RETE_RTN1.LEVEL;
                  IF ENTITY (CUR_ES).ATTR (I).LIST ^= NULL () THEN
                      ENTITY (CUR_ES).ATTR (I).LIST = P;
                  ELSE
                      TAILP -> ATTRIB.NEXT = P;
                      TAILP = P;
                      Q = Q -> RETE_RTN1.NEXT_PTR;
                  END;
              TAILP -> ATTRIB.NEXT = NULL ();
              END;
              TAILR = TAILR -> RETE_ARG.NEXT_PTR;
          END;
      END CNVERT;
600350 1 0 END CNVERT;

```

NUMBER LEV NT

10 0 EXECUTE: PROC (XTREE, ENTITY, XCANGE);

```

***** XEC00010
XEC00020
XEC00030
XEC00040
XEC00050
XEC00060
XEC00070
XEC00080
XEC00090
XEC00100
XEC00110
XEC00120
XEC00130
XEC00140
XEC00150
XEC00160
XEC00170
XEC00180
XTR00010
XTR00020
XTR00030
XTR00040
XEC00180
XEC00190
ENT00010
ENT00020
ENT00030
ENT00040
ENT00050
ENT00060
ENT00070
ENT00080
ENT00090
ENT00100
ENT00110
ENT00120
ENT00130
ENT00140
ENT00150
ENT00160
XEC00190
XEC00200
IND00010
XEC00200
XEC00210
ATT00010
ATT00020
ATT00030
ATT00040

/*
/* EACH NODE IN THIS TREE TRAVERSAL PROGRAM HAS A UNIT VERT TAG */
/* AND THESE TAGS ARE PROPAGATED UP THE TREE FROM CHILDREN TO */
/* PARENTS. PROPAGATION OF THE TAGS FOLLOWS THE RULE THAT UNITARY */
/* ITEMS CAN ONLY RESULT FROM THE GENERIC OPERATION BETWEEN TWO */
/* UNITARY ITEMS OR FROM A BUILTIN FUNCTION WHICH RETURNS A UNITARY */
/* ITEM; IN ALL OTHER CASES THE RETURNED ITEMS ARE OF TYPE VERTICAL. */
/* THIS SCHEME ALLOWS GENERIC OPERATORS TO DESIGNATE THE EXPECTED */
/* TYPING OF THEIR RETURN ITEMS.
*/
***** INCLUDE XTREE;
DCL 1 XTREE (1000);
2 LABEL CHAR (30) VAR,
2 CHILD FIXED,
2 LINK FIXED;
***** INCLUDE ENTITY;
DCL 1 ENTITY (0:12),
2 NAME CHAR (30) VAR,
2 DEPTH FIXED,
2 VES_FN CHAR (2) VAR,
2 WHERE FIXED,
2 N_PAREN (2) FIXED,
2 VES_PAR PTR,
2 ATTR (15),
3 VES_KEY BIT (1),
3 CARKEY BIT (1),
3 SING_OCC BIT (1),
3 A_PARENT FIXED,
3 USES CHAR (30) VAR,
3 LIST PTR;
DCL 1 N_MAP (2) BASED,
2 NUM (15) FIXED;
***** INCLUDE XCANGE;
DCL XCANGE (20) CHAR (80) VAR;
***** INCLUDE ATTRIB;
DCL 1 ATTRIB BASED,
2 LEVEL FIXED,
2 ITEM CHAR (50) VAR,
2 NEXT PTR;

```

NUMBER LEV NT

```
*****  

400230 1 0 DCL UNIT_VERT BIT (1).  

        (CUR_ES,M,COPY_COUNT,KEYSET (15),NEWLVL (0:2,15)) FIXED.  

        (SLCTLIST,ATAIL (0:2,15)) PTR;  

400270 1 0 DO CUR_ES = 1 TO 12 WHILE (ENTITY (CUR_ES).VES_FN ^= '');  

        SELECT (ENTITY (CUR_ES).VES_FN);  

400280 1 1 WHEN ('S')  
        CALL COPYALL (ENTITY (CUR_ES).N_PARENT (1));  

400290 1 2 WHEN ('M')  
        CALL MUNION;  

400310 1 2 WHEN ('MU')  
        CALL MUNION;  

400330 1 2 WHEN ('MI')  
        CALL MINTER;  

400350 1 2 WHEN ('SU') DO;  

400360 1 3 CALL MUNION;  

400370 1 3 CALL SINGLE;  

400380 1 3 END;  

400390 1 2 WHEN ('SI') DO;  

400400 1 3 CALL MINTER;  

400410 1 3 CALL SINGLE;  

400420 1 3 END;  

400430 1 2 WHEN ('CS')  
        CALL CRTESN;  

        OTHERWISE;  

400450 1 2 END;  

400460 1 2 IF ENTITY (CUR_ES).WHERE > 0 THEN  

400470 1 1     IF OPERATE (SLCTLIST,ENTITY (CUR_ES).WHERE) THEN  

            CALL DECRET;  

            ELSE IF SLCTLIST -> ATTRIB.ITEM = ':FALSE,' THEN DO;  

400500 1 1             CALL DECRET;  

400510 1 2             DO M = 1 TO 15 WHILE (ENTITY (CUR_ES).ATTR (M).USES ^= '');  

400520 1 3                 CALL DISPOSE (ENTITY (CUR_ES).ATTR (M).LIST);  

400530 1 3             END;  

400540 1 2                 ENTITY (CUR_ES).DEPTH = 0;  

400550 1 2             END;  

400560 1 1         END;
```

NUMBER	LEV	NT	
400580	1	0	OPERATE: PROC (LIST1LINK_PT) RETURNS (BIT (1)) RECURSIVE;
			/*MODIFIES LIST1*/
400610	2	0	DCL (LIST1,LIST2) PTR,
			LINK_PT FIXED.
			(TERM_TYP,TERM_NM) CHAR (30) VAR.
			(UNIT_VERT1,UNIT_VERT2) BIT (1);
400660	2	0	IF XTREE (LINK_PT).CHILD = 0 THEN DO;
400670	2	1	TERM_TYP = XTREE (LINK_PT).LABEL;
400680	2	1	TERM_NM = GETS (TERM_TYP,'');
400690	2	1	SELECT (TERM_TYP);
400700	2	2	WHEN ('NTH')
			UNIT_VERT1 = CREATE_LIST (LIST1,FIXED (TERM_NM));
400720	2	2	WHEN ('A','S')
			UNIT_VERT1 = CREATE_CONST (LIST1,TERM_NM);
400740	2	2	WHEN ('NULL')
			CALL CREATE_CONST (LIST1,'::') TERM_NM);
400760	2	2	OTHERWISE
			UNIT_VERT1 = GO_DOWNO (LIST1,TERM_NM);
400780	2	2	END;
400790	2	1	ELSE IF XTREE (LINK_PT).CHILD = 1 THEN DO;
400800	2	1	UNIT_VERT1 = OPERATE (LIST1,XTREE (LINK_PT).LINK);
400810	2	1	UNIT_VERT1 = GO_DOWNO (LIST1,UNIT_VERT1,XTREE (LINK_PT).LABEL);
400820	2	1	UNIT_VERT1 = GO_DOWN1 (LIST1,UNIT_VERT1,XTREE (LINK_PT).LINK);
400830	2	1	END;
400840	2	0	ELSE IF XTREE (LINK_PT).CHILD = 2 THEN DO;
400850	2	1	UNIT_VERT1 = OPERATE (LIST1,XTREE (LINK_PT).LINK);
400860	2	1	UNIT_VERT2 = OPERATE (LIST2,XTREE (LINK_PT + 1).LINK);
400870	2	1	IF SUBSTR (LIST2 -> ATTRIB.ITEM,1,1) = '?' THEN
			UNIT_VERT1 =
			MULTEG2 (LIST1,
			XCHNGE (FIXED (SUBSTR (LIST2 -> ATTRIB.ITEM,2)));
400910	2	1	ELSE
			UNIT_VERT1 = GO_DOWN2 (LIST1,LIST2,UNIT_VERT1,UNIT_VERT2,
			XTREE (LINK_PT).LABEL);
400940	2	1	END;
400950	2	0	ELSE IF XTREE (LINK_PT).LABEL = 'STR' THEN
			UNIT_VERT1 = STR (LIST1,LINK_PT);
400970	2	0	/*BAD CHILDREN*/;
400990	2	0	RETURN (UNIT_VERT1);
401010	2	0	END OPERATE;

NUMBER LEV NT

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401030 1 0 STR: PROC (LIST,LINK_PT) RETURNS (BIT (1)) RECURSIVE;           XECO1030
401050 2 0 DCL (LIST,LISTP,P (4) PTR,          XECO1040
    (LINK_PT,START_PT,END_PT) FIXED,          XECO1050
    (UNIT_VERT,ENDING_RELATIVE,FIX_START,FIX_END) BIT (1) INIT ('0'B), XECO1070
    UV (4) BIT (1) INIT ((4)'0'B),          XECO1080
    STRING CHAR (30) VAR;                  XECO1090
                                                XECO1100
401110 2 0 UNIT_VERT = OPERATE (LIST,XTREE (LINK_PT).LINK);          XECO1110
401120 2 0 UV (1) = OPERATE (P (1),XTREE (LINK_PT + 1).LINK);          XECO1120
401130 2 0 IF XTREE (LINK_PT + 2).LINK = -1 THEN          XECO1130
    FIX_START = '1'B;                      XECO1140
401150 2 0 ELSE
    UV (2) = OPERATE (P (2),XTREE (LINK_PT + 2).LINK);          XECO1150
    ENDING = (XTREE (LINK_PT + 3).LINK = -1);
    IF ~ENDING THEN DO;
        RELATIVE = (XTREE (LINK_PT + 3).LINK = -3);
        UV (3) = OPERATE (P (3),XTREE (LINK_PT + 4).LINK);          XECO1180
        UV (2) = OPERATE (P (3),XTREE (LINK_PT + 5).LINK);          XECO1190
        IF XTREE (LINK_PT + 5).LINK = -1 THEN          XECO1200
            FIX_END = '1'B;
        ELSE
            UV (4) = OPERATE (P (4),XTREE (LINK_PT + 5).LINK);          XECO1210
    END;                                     XECO1220
401230 2 1 LISTP = LIST;                                         XECO1230
401250 2 1 END;                                             XECO1240
401260 2 0 DO WHILE (LISTP ^= NULL ());          XECO1250
401270 2 0 STRING = LISTP -> ATTRIB.ITEM;          XECO1260
401280 2 1 IF FIX_START THEN          XECO1270
    START_PT = FIND_PT (1,O,'0'B);
401290 2 1 ELSE
    START_PT = FIND_PT (1,I,'1'B);
401310 2 1 STRING = LISTP -> ATTRIB.ITEM = SUBSTR (STRING,START_PT);          XECO1280
401330 2 1 IF ENDING THEN          XECO1290
    LISTP -> ATTRIB.ITEM = SUBSTR (STRING,START_PT);
401340 2 1 ELSE
    START_PT = FIND_PT (1,I,'1'B);
401370 2 2 IF FIX_END THEN          XECO1320
    END_PT = FIND_PT (3,O,'0'B);
401390 2 2 ELSE IF RELATIVE THEN          XECO1330
    END_PT = FIND_PT (3,START_PT,'0'B);
401410 2 2 ELSE
    END_PT = FIND_PT (3,I,'0'B);
401430 2 2 END_PT = MIN (END_PT,LENGTH (STRING));          XECO1340
401440 2 2 LISTP -> ATTRIB.ITEM =          XECO1350
    SUBSTR (STRING,
        START_PT,
        MAX (END_PT - START_PT + 1,0));
401480 2 2 END;                                         XECO1420
401490 2 1 DO I = 1 TO 4;          XECO1430
401500 2 1 IF UV (1) THEN          XECO1440
    P (1) = P (1) -> ATTRIB.NEXT;          XECO1450
                                                XECO1460
                                                XECO1470
                                                XECO1480
                                                XECO1490
                                                XECO1500
                                                XECO1510

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NUMBER	LEV	NT
401520	2	2
401530	2	1
401540	2	1
401550	2	0
401560	2	1
401570	2	1
401580	2	0

```
      END;
      LISTP = LISTP -> ATTRIB.NEXT;
      END;
      DO I = 1 TO 4;
      CALL DISPOSE (P (I));
      END;
      RETURN (UNIT_VERT);
      
```

NUMBER LEV NT

XECO1520
XECO1530
XECO1540
XECO1550
XECO1560
XECO1570
XECO1580
XECO1590

NUMBER	LEV	NT
401600	2	0 FIND_PT: PROC (PNUM,FND_LOC,OFFSET) RETURNS (FIXED); XECO1600 XECO1610
401620	3	0 DCL (PNUM,FND_LOC,NUM_OCC,I) FIXED, OFFSET BIT (1), TEMPSTR CHAR (30) VAR; XECO1620 XECO1630
401660	3	0 ON CONVERSION GOTO MESS; XECO1640 XECO1650 XECO1660
401670	3	0 NUM_OCC = FIXED (P (PNUM) -> ATTRIB.ITEM); XECO1670
401680	3	0 IF FND_LOC < 1 THEN RETURN (NUM_OCC); XECO1680
401700	3	0 TEMPSTR = P (PNUM + 1) -> ATTRIB.ITEM ' '; DO I = FND_LOC TO LENGTH (STRING) WHILE (NUM_OCC > 0); XECO1690
401710	3	0 DO I = FND_LOC TO LENGTH (STRING) WHILE (NUM_OCC > 0); XECO1700
401720	3	1 IF TMPSTR (SUBSTR (STRING,I),TEMPSTR) THEN NUM_OCC = NUM_OCC - 1; XECO1720
401740	3	1 END; XECO1730
401750	3	0 IF OFFSET THEN I = I + LENGTH (TEMPSTR); XECO1740
401770	3	0 RETURN (I - 2); XECO1750
401790	3	0 MESS: IF OFFSET THEN NUM_OCC = LENGTH (STRING) + 1; XECO1770 XECO1780 XECO1790
401820	3	0 ELSE NUM_OCC = 0; PUT FILE (ERROR) SKIP EDIT ('CONV ERROR FOR STR OP', 'STRING ARGUMENT =\$', STRING,'\$\$', 'NUM OCC ARGUMENT =\$', P (PNUM) -> ATTRIB.ITEM, '\$\$', 'FORCED NUM_OCC =\$', CHAR (NUM_OCC), '\$\$') (A,3 (SKIP A,A,A)); XECO1820 XECO1830
401840	3	0 RETURN (NUM_OCC); XECO1840 XECO1850
401900	3	0 END FIND_PT; XECO1860 XECO1870 XECO1880 XECO1890 XECO1900
401920	3	0 END STR; XECO1910 XECO1920 XECO1930 XECO1940 XECO1950
401940	2	0

NUMBER	LEV	NT
401960	1	0 GO_DOWNNO: PROC (LIST,OPNM) RETURNS (BIT (1)); /*MODIFIES LIST*/ DCL LIST PTR, OPNM CHAR (30) VAR; DCL DATE BUILTIN;
401990	2	0 ALLOCATE ATTRIB SET (LIST); LIST -> ATTRIB NEXT = NULL (); SELECT (OPNM); WHEN ('DATE') LIST -> ATTRIB.ITEM = DATE;
402010	2	1 OTHERWISE: END;
402030	2	0 END;
402040	2	0 RETURN ('O'B);
402050	2	1 END GO_DOWNNO;
402060	2	1 END GO_DOWNNO;
402080	2	1 OTHERWISE: END;
402090	2	0 END;
402100	2	0 RETURN ('O'B);
402120	2	1 END GO_DOWNNO;

NUMBER	LEV	NT		
402140	1	0	GD_DOWN1: PROC (LIST,UNIT_VERT,REL) RETURNS (BIT (1)); /*MODIFIES LIST,UNIT_VERT*/ DCL (LIST,P) PTR; UNIT_VERT BIT (1); REL CHAR (30) VAR;	
402170	2	0	IF ^RET_UNARY (LIST,REL,UNIT_VERT) THEN IF UNIT_VERT THEN LIST -> ATTRIB.ITEM = UNARY (LIST -> ATTRIB.ITEM,REL);	
402210	2	0	IF ^RET_UNARY (LIST,REL,UNIT_VERT) THEN IF UNIT_VERT THEN LIST -> ATTRIB.ITEM = UNARY (LIST -> ATTRIB.ITEM,REL); ELSE DO; <td>XEC02140 XEC02150 XEC02160 XEC02170 XEC02180 XEC02190 XEC02200 XEC02210 XEC02220 XEC02230 XEC02240 XEC02250 XEC02260 XEC02270 XEC02280 XEC02290 XEC02300 XEC02310 XEC02320 XEC02330 XEC02340</td>	XEC02140 XEC02150 XEC02160 XEC02170 XEC02180 XEC02190 XEC02200 XEC02210 XEC02220 XEC02230 XEC02240 XEC02250 XEC02260 XEC02270 XEC02280 XEC02290 XEC02300 XEC02310 XEC02320 XEC02330 XEC02340
402240	2	0	P = LIST; DO WHILE (P ^= NULL ()); P -> ATTRIB.ITEM = UNARY (P -> ATTRIB.ITEM,REL); P = P -> ATTRIB.NEXT; <td>XEC02140 XEC02150 XEC02160 XEC02170 XEC02180 XEC02190 XEC02200 XEC02210 XEC02220 XEC02230 XEC02240 XEC02250 XEC02260 XEC02270 XEC02280 XEC02290 XEC02300 XEC02310 XEC02320 XEC02330 XEC02340</td>	XEC02140 XEC02150 XEC02160 XEC02170 XEC02180 XEC02190 XEC02200 XEC02210 XEC02220 XEC02230 XEC02240 XEC02250 XEC02260 XEC02270 XEC02280 XEC02290 XEC02300 XEC02310 XEC02320 XEC02330 XEC02340
402250	2	1	END;	
402260	2	1	END;	
402270	2	2	END;	
402280	2	2	END;	
402290	2	2	END;	
402300	2	1	RETURN (UNIT_VERT);	
402310	2	0	END GO_DOWN1;	
402330	2	0		

NUMBER LLEV NT

```

402350   1  0  RET_UNITARY: PROC (LIST,REL,UNIT_VERT) RETURNS (BIT (1));
          /*MODIFIES? LIST,UNIT_VERT*/
          DCL (LIST,P) PTR;
          REL CHAR (30) VAR;
          UNIT_VERT BIT (1);
          RESULT FIXED;

402430   2  0  ON CONVERSION GOTO MESS;
          ON OVERFLOW GOTO MESS;
          IF INDEX ('DEPTH,MAX,MIN,SUM',REL) ~= 0 THEN DO;
            IF REL = 'DEPTH' THEN DO;
              LIST -> ATTRIB.ITEM = ENTITY (CUR_ES).DEPTH;
            END;
          ELSE DO;
            RESULT = FIXED (LIST -> ATTRIB.ITEM);
            P = LIST -> ATTRIB.NEXT;
            DO WHILE (P ~ NULL ());
              SELECT (REL);
              WHEN ('MAX')
                IF RESULT < FIXED (P -> ATTRIB.ITEM) THEN
                  RESULT = FIXED (P -> ATTRIB.ITEM);
              WHEN ('MIN')
                IF RESULT > FIXED (P -> ATTRIB.ITEM) THEN
                  RESULT = FIXED (P -> ATTRIB.ITEM);
              WHEN ('SUM')
                RESULT = RESULT + FIXED (P -> ATTRIB.ITEM);
              OTHERWISE;
            END;
            P = P -> ATTRIB.NEXT;
          END;
          LIST -> ATTRIB.ITEM = FIXED (RESULT);
        END;
        CALL DISPOSE (LIST -> ATTRIB.NEXT);
        UNIT_VERT = '0'8';
        RETURN ('1'8);
      END;
    ELSE
      RETURN ('0'8);
  END;

402750   2  0  MESS:
          PUT FILE (ERROR) SKIP EDIT
          ('CONV/OVFLW/BAD ARG ERROR FOR RET_UNITARY_OP',
           'ITEM ARGUMENT =$',P -> ATTRIB.ITEM,'$$',
           'UNITARY UNARY OPERATOR =$',REL,'$$',
           'FORCED RESULT =$$:EMPTY$$',
           '(A,2 (SKIP,A,A),SKIP,A)');
          LIST -> ATTRIB.ITEM -. EMPTY;
          LIST -> ATTRIB.NEXT = NULL ();

```

```

XEC02350
XEC02360
XEC02370
XEC02380
XEC02390
XEC02400
XEC02410
XEC02420
XEC02430
XEC02440
XEC02450
XEC02460
XEC02470
XEC02480
XEC02490
XEC02500
XEC02510
XEC02520
XEC02530
XEC02540
XEC02550
XEC02560
XEC02570
XEC02580
XEC02590
XEC02600
XEC02610
XEC02620
XEC02630
XEC02640
XEC02650
XEC02660
XEC02670
XEC02680
XEC02690
XEC02700
XEC02710
XEC02720
XEC02730
XEC02740
XEC02750
XEC02760
XEC02770
XEC02780
XEC02790
XEC02800
XEC02810
XEC02820
XEC02830

```

PL/I OPTIMIZING COMPILER

EXECUTE: PROC (XTREE, ENTITY, XCHNGE);

NUMBER LEV NT

```
402840 2 0 UNIT VERT = 'O'B;  
402850 2 0 RETURN ('1'B);  
402870 2 0 END RET_UNITARY;
```

XECO2840
XECO2850
XECO2860
XECO2870
XECO2880

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EXECUTE: PROC (XTREE, ENTITY, XCHANGE);

NUMBER	LEV	NT
402890	1	O UNARY: PROC (ITEM,REL) RETURNS (CHAR (50) VAR);
402910	2	O DCL ITEM CHAR (50) VAR, REL CHAR (30) VAR;
402940	2	O ON CONVERSION GOTO MESS;
402950	2	O ON OVERFLOW GOTO MESS;
402960	2	O SELECT (REL);
402970	2	1 WHEN ('^') IF ITEM = ':FALSE' THEN RETURN ('^:TRUE'); ELSE IF ITEM = ':TRUE' THEN RETURN ('^:FALSE');
403000	2	1 WHEN ('ZER') IF FIXED (ITEM) = 0 THEN RETURN (CHAR (1)); ELSE RETURN (CHAR (0));
403020	2	1 WHEN ('POS') IF FIXED (ITEM) > 0 THEN RETURN (CHAR (1)); ELSE
403050	2	1 WHEN ('ABS') RETURN (CHAR (0));
403070	2	1 WHEN ('-P') RETURN (CHAR (-1 * FIXED (ITEM)));
403100	2	1 WHEN ('SGN') RETURN (CHAR (SIGN (FIXED (ITEM))));
403120	2	1 WHEN ('ABS') RETURN (CHAR (ABS (FIXED (ITEM))));
403140	2	1 WHEN ('ABSS') RETURN (CHAR (ABS (ABS (ITEM))));
403160	2	1 OTHERWISE; END;
403180	2	1 MESS: PUT FILE (ERROR) SKIP EDIT
403190	2	1 ('CONV/OVFLW BAD ARG ERROR FOR UNARY_OP', 'ITEM ARGUMENT \$', ITEM, '\$\$', 'MIXED UNARY OPERATOR =\$', REL, '\$\$', 'FORCED RESULT \$:EMPTY\$\$')
403280	2	O (A,2 (SKIP,A,A).SKIP,A); RETURN ('\$:EMPTY');
403300	2	O END UNARY;

NUMBER LEV NT

```

403320 1 0 MULTEQ2: PROC (LIST,MULT_ITEMS);
        /*MODIFIES LIST*/
        DCL (LIST,P) PTR;
        (MULT_ITEMS,MULT_ITEMS1) CHAR (80) VAR.
        STOP BIT (1);

403390 2 0 P = LIST;
        0 DO WHILE (P ^= NULL ());
        2 0 MULT_ITEMS1 = MULT_ITEMS;
        2 1 MULT_ITEMS1 ^= MULT_ITEMS;
        403410 2 1 STOP = '0'B;
        403420 2 1 DO WHILE (^STOP & MULT_ITEMS1 ^= '');
        403430 2 2 STOP = TMLTIE (P -> ATTRIB.ITEM.GETS (MULT_ITEMS1,'.'));
        403440 2 2 END;
        403450 2 2 IF STOP THEN
        2 1 P -> ATTRIB.ITEM = 'TRUE';
        403480 2 1 ELSE
        2 1 P -> ATTRIB.ITEM = 'FALSE';
        403500 2 1 P = P -> ATTRIB.NEXT;
        403510 2 1 END;
        403530 2 0 END MULTEQ2;

```

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XECO3320
XECO3330
XECO3340
XECO3350
XECO3360
XECO3370
XECO3380
XECO3390
XECO3400
XECO3410
XECO3420
XECO3430
XECO3440
XECO3450
XECO3460
XECO3470
XECO3480
XECO3490
XECO3500
XECO3510
XECO3520
XECO3530
XECO3540

```

```

NUMBER LBN NT          EXECUTE: PROC (XTREE, ENTITY, XCHANGE);

        GO_DOWN2: PROC (LIST1, LIST2, UNIT_VERT1, UNIT_VERT2, REL)
          RETURNS (BIT (1));
        /*MODIFIES LIST1 OR LIST2*/
        DCL (LIST1, LIST2, P (2) PTR,
          (UNIT_VERT1, UNIT_VERT2, UNIT_VERT, ONE_VERT) BIT (1),
          REL CHAR (30) VAR,
          STORE_NUM FIXED;
        XECO3550    1   0      XECO3550
                      XECO3560
                      XECO3570
                      XECO3580
                      XECO3590
                      XECO3600
                      XECO3610
                      XECO3620
                      XECO3630
                      XECO3640
                      XECO3650
                      XECO3660
                      XECO3670
                      XECO3680
                      XECO3690
                      XECO3700
                      XECO3710
                      XECO3720
                      XECO3730
                      XECO3740
                      XECO3750
                      XECO3760
                      XECO3770
                      XECO3780
                      XECO3790
                      XECO3800
                      XECO3810
                      XECO3820
                      XECO3830
                      XECO3840
                      XECO3850
                      XECO3860
                      XECO3870
                      XECO3880
                      XECO3890
                      XECO3900
                      XECO3910
                      XECO3920
                      XECO3930
        XECO3590    2   0      XECO3590
          (UNIT_VERT1, UNIT_VERT2, UNIT_VERT, ONE_VERT) BIT (1),
          REL CHAR (30) VAR,
          STORE_NUM FIXED;
        XECO3640    2   0      XECO3640
          UNIT_VERT = UNIT_VERT1 | UNIT_VERT2;
        XECO3650    2   0      XECO3650
          IF ^UNIT_VERT THEN
            LIST1 -> ATTRIB.ITEM = BINARY (LIST1 -> ATTRIB.ITEM,
                                              LIST2 -> ATTRIB.ITEM.REL);
        XECO3680    2   0      XECO3680
          ELSE DO;
        XECO3690    2   1      XECO3690
          ONE_VERT = ~(UNIT_VERT1 & UNIT_VERT2);
        XECO3700    2   1      XECO3700
          STORE_NUM = 1;
        XECO3710    2   1      XECO3710
          IF ^UNIT_VERT1 THEN
            STORE_NUM = 2;
        XECO3730    2   1      XECO3730
          P (1) = LIST1;
        XECO3740    2   1      XECO3740
          P (2) = LIST2;
        XECO3750    2   1      XECO3750
          DO WHILE (P (STORE_NUM) ^= NULL ());
        XECO3760    2   2      XECO3760
          P (STORE_NUM) -> ATTRIB.ITEM =
            BINARY (P (1) -> ATTRIB.ITEM,
                     P (2) -> ATTRIB.ITEM.REL);
        XECO3770    2   2      XECO3770
          IF ONE_VERT THEN
            P (STORE_NUM) = P (STORE_NUM) -> ATTRIB.NEXT;
        XECO3790    2   2      XECO3790
          ELSE DO;
        XECO3810    2   3      XECO3810
          P (1) = P (1) -> ATTRIB.NEXT;
        XECO3820    2   3      XECO3820
          P (2) = P (2) -> ATTRIB.NEXT;
        XECO3830    2   3      XECO3830
          END;
        XECO3840    2   2      XECO3840
          END;
        XECO3850    2   2      XECO3850
          LIST1 = P (STORE_NUM);
        XECO3860    2   0      XECO3860
          LIST2 = NULL ();
        XECO3870    2   0      XECO3870
          CALL DISPOSE (P (3 - STORE_NUM));
        XECO3880    2   0      XECO3880
          RETURN (UNIT_VERT);
        XECO3890    2   0      XECO3890
          END GO_DOWN2;
        XECO3900    2   0      XECO3900
        XECO3910    2   0      XECO3910
        XECO3920    2   0      XECO3920
        XECO3930    2   0      XECO3930

```

NUMBER	LEV	NT
403940	1	0 BINARY: PROC (ITEM1,ITEM2,REL) RETURNS (CHAR (50) VAR); XECO3940 XECO3950
403940	2	0 DCL (ITEM1,ITEM2) CHAR (50) VAR. XECO3960 XECO3970 XECO3980
403990	2	0 REL CHAR (30) VAR; XECO3990
403990	2	0 ON CONVERSION GOTO MESS; XECO4000
404000	2	0 ON OVERFLOW GOTO MESS; XECO4010
404010	2	0 ON ZERODIVIDE GOTO MESS;

NUMBER LEV NT

```

404020 2 0 SELECT (REL);
404030 2 1 WHEN ('=',
  IF ITEM1 = ITEM2
    | TMLTE (ITEM1,ITEM2)
    | TMLTE (ITEM2,ITEM1) THEN
      RETURN (':TRUE');
    ELSE
      RETURN (':FALSE');
  WHEN ('>')
    IF ITEM1 > ITEM2 THEN
      RETURN (':TRUE');
    ELSE
      RETURN (':FALSE');
  WHEN ('<')
    IF ITEM1 < ITEM2 THEN
      RETURN (':TRUE');
    ELSE
      RETURN (':FALSE');
  WHEN ('AND')
    IF ITEM1 = ':TRUE' & ITEM2 = ':TRUE' THEN
      RETURN (':TRUE');
    ELSE
      RETURN (':FALSE');
  WHEN ('OR')
    IF ITEM1 = ':TRUE' | ITEM2 = ':TRUE' THEN
      RETURN (':TRUE');
    ELSE
      RETURN (':FALSE');
  WHEN ('XOR')
    IF (ITEM1 = ':TRUE' & ITEM2 = ':FALSE')
    | (ITEM1 = ':FALSE' & ITEM2 = ':TRUE') THEN
      RETURN (':TRUE');
    ELSE
      RETURN (':FALSE');
  WHEN ('+')
    RETURN (CHAR (FIXED (ITEM1) + FIXED (ITEM2)));
  WHEN ('-')
    RETURN (CHAR (FIXED (ITEM1) - FIXED (ITEM2)));
  WHEN ('*')
    RETURN (CHAR (FIXED (ITEM1) * FIXED (ITEM2)));
  WHEN ('/')
    RETURN (CHAR (FIXED (ITEM1) / FIXED (ITEM2)));
  WHEN ('^')
    RETURN (CHAR (FIXED (ITEM1) ** FIXED (ITEM2)));
  WHEN ('//')
    RETURN (ITEM1 !! ITEM2);
  OTHERWISE DO;
    PUT FILE (ERROR) SKIP EDIT
    (BINARY OPERATOR NOT SUPPORTED =$, REL, '$$';

```

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```

  XEC04020
  XEC04030
  XEC04040
  XEC04050
  XEC04060
  XEC04070
  XEC04080
  XEC04090
  XEC04100
  XEC04110
  XEC04120
  XEC04130
  XEC04140
  XEC04150
  XEC04160
  XEC04170
  XEC04180
  XEC04190
  XEC04200
  XEC04210
  XEC04220
  XEC04230
  XEC04240
  XEC04250
  XEC04260
  XEC04270
  XEC04280
  XEC04290
  XEC04300
  XEC04310
  XEC04320
  XEC04330
  XEC04340
  XEC04350
  XEC04360
  XEC04370
  XEC04380
  XEC04390
  XEC04400
  XEC04410
  XEC04420
  XEC04430
  XEC04440
  XEC04450
  XEC04460
  XEC04470
  XEC04480
  XEC04490
  XEC04500

```

NUMBER LLEV NT

```
'ITEM1 ARGUMENT =$', ITEM1, '$$',  
'ITEM2 ARGUMENT =$', ITEM2, '$$',  
,FORCED RESULT =$'EMPTY$$'  
(3 (SKIP,A,A), SKIP,A);  
RETURN (';EMPTY');  
END;  
END;
```

404550 2 2

404560 2 2

404570 2 1

```
XE004510  
XE004520  
XE004530  
XE004540  
XE004550  
XE004560  
XE004570
```

NUMBER	LEV	NT
		MESS:
404580	2	0
		PUT FILE (ERROR) SKIP EDIT
		('CONV/OVFLOW/BAD_ARG ERROR FOR BINARY_OP',
		'ITEM1 ARGUMENT \$\$', ITEM1, '\$\$',
		'ITEM2 ARGUMENT \$\$', ITEM2, '\$\$',
		'MIXED BINARY OPERATOR \$\$', REL, '\$\$',
		'FORCED RESULT \$\$:EMPTY\$\$')
		(A.3 (SKIP,A,A).SKIP,A);
404660	2	0
		RETURN (' :EMPTY');
404680	2	0
		END BINARY;

XE04580
XE04590
XE04600
XE04610
XE04620
XE04630
XE04640
XE04650
XE04660
XE04670
XE04680
XE04690

NUMBER LEV NT

```

404700 1 0 CREATE_LIST: PROC (LIST,USE_NUM) RETURNS (BIT (1));
        /*MODIFIES LIST*/
        XEC04700
        XEC04710
        XEC04720
        XEC04730
        XEC04740
        XEC04750
        XEC04760
        XEC04770
        XEC04780
        XEC04790
        XEC04800
        XEC04810
        XEC04820
        XEC04830
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404730 2 0 DCL (LIST,P,Q,TAILQ) PTR;
        (USE_NUM,N) FIXED;
        XEC04730
        XEC04740
        XEC04750
        XEC04760
        XEC04770
        XEC04780
        XEC04790
        XEC04800
        XEC04810
        XEC04820
        XEC04830
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404760 2 0 IF ^ENTITY (CUR_ES).ATTR (USE_NUM).SING_OCC THEN DO;
        PUT FILE (ERROR) SKIP EDIT
        ('ATTEMPT TO OPERATE ON NON-SING OCC ITEM'
        'ITEM ARGUMENT =$', ENTITY (CUR_ES).ATTR (USE_NUM).USES, '$$',
        'FORCED RESULT =$', EMPTY$$')
        (A,SKIP,A,A,SKIP,A);
        RETURN (CREATE_CONST (LIST, ':EMPTY'));
        XEC04760
        XEC04770
        XEC04780
        XEC04790
        XEC04800
        XEC04810
        XEC04820
        XEC04830
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404770 2 1
        XEC04770
        XEC04780
        XEC04790
        XEC04800
        XEC04810
        XEC04820
        XEC04830
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404820 2 1
        XEC04820
        XEC04830
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404830 2 1
        XEC04830
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404840 2 0 LIST = NULL();
        XEC04840
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404850 2 0 N = 0;
        XEC04850
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404860 2 0 P = ENTITY (CUR_ES).ATTR (USE_NUM).LIST;
        XEC04860
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404870 2 0 DO WHILE (P ^= NULL ());
        XEC04870
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404880 2 1 N = N + 1;
        XEC04880
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404890 2 1 ALLOCATE ATTRIB SET (Q);
        XEC04890
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404900 2 1 Q -> ATTRIB.ITEM = P -> ATTRIB.ITEM;
        XEC04900
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404910 2 1 IF LIST = NULL () THEN
        XEC04910
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404920 2 1 LIST = Q;
        XEC04920
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404930 2 1 ELSE
        XEC04930
        XEC04940
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404950 2 1 TAILQ -> ATTRIB.NEXT = Q;
        XEC04950
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404960 2 1 TAILQ = Q;
        XEC04960
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404970 2 1 P = P -> ATTRIB.NEXT;
        XEC04970
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404980 2 0 TAILQ -> ATTRIB.NEXT = NULL ();
        XEC04980
        XEC04990
        XEC05000
        XEC05010
        XEC05020

404990 2 0 RETURN ('1'8);
        XEC04990
        XEC05000
        XEC05010
        XEC05020

405010 2 0 END CREATE_LIST;
        XEC05010
        XEC05020

```

NUMBER	LEV	NT	
405030	1	0	CREATE_CONST: PROC (LIST,CONSTNM) RETURNS (BIT (1)); /*MODIFIES LIST*/
405060	2	0	DCL LIST PTR; CONSTNM CHAR (30) VAR;
405090	2	0	ALLOCATE ATTRIB SET (LIST);
405100	2	0	LIST -> ATTRIB.ITEM = CONSTNM;
405110	2	0	LIST -> ATTRIB.NEXT = NULL ();
405120	2	0	RETURN ('0'B);
405140	2	0	END CREATE_CONST;

XEC05030
XEC05040
XEC05050
XEC05060
XEC05070
XEC05080
XEC05090
XEC05100
XEC05110
XEC05120
XEC05130
XEC05140
XEC05150

1EXECUTE: PROC (XTREE, ENTITY, XCHANGE);

NUMBER LLEV NT

```

405160 1 0 TMPLTE: PRDC (ITEM,TEMP_ITEM) RETURNS (BIT (1)) RECURSIVE;
        XEC05160
        XEC05170
        XEC05180
        XEC05190
        XEC05200
        XEC05210
        XEC05220
        XEC05230
        XEC05240
        XEC05250
        XEC05260
        XEC05270
        XEC05280
        XEC05290
        XEC05300
        XEC05310
        XEC05320
        XEC05330
        XEC05340
        XEC05350
        XEC05360
        XEC05370
        XEC05380
        XEC05390
        XEC05400
        XEC05410
        XEC05420
        XEC05430
        XEC05440
        XEC05450

405180 2 0 DCL (ITEM,TEMP_ITEM) CHAR (*) VAR.
        I FIXED;

405210 2 0 IF TEMP_ITEM = '' THEN
        IF ITEM = '' THEN
            RETURN ('1'B);
        ELSE
            RETURN ('0'B);

405240 2 0 ELSE
        IF SUBSTR (ITEM,1,1) = '1' THEN
            IF ITEM = '' & LENGTH (ITEM) = 1 THEN
                RETURN ('1'B);
            ELSE DO;
                DO I = 1 TO LENGTH (ITEM) + 1;
                IF TMPLTE (SUBSTR (ITEM,I),SUBSTR (ITEM,1)) THEN
                    RETURN ('1'B);
                END;
            END;
        ELSE
            RETURN ('0'B);
        END;
    END;

405260 2 0 ELSE IF SUBSTR (ITEM,1,1) = '1' THEN
        IF TMPLTE (SUBSTR (ITEM,1),SUBSTR (ITEM,2)) THEN
            RETURN ('1'B);
        ELSE DO;
            DO I = 1 TO LENGTH (ITEM) + 1;
            IF TMPLTE (SUBSTR (ITEM,I),SUBSTR (ITEM,2)) THEN
                RETURN ('1'B);
            END;
        END;
    END;

405290 2 0 ELSE DO;
    DO I = 1 TO LENGTH (ITEM) + 1;
    IF TMPLTE (SUBSTR (ITEM,I),SUBSTR (ITEM,2)) THEN
        RETURN ('1'B);
    END;
END;

405300 2 1
405310 2 2
405330 2 2
405340 2 1
405350 2 1
405360 2 0
405380 2 0
405400 2 0
405440 2 0

```

NUMBER LEV NT

```
405460 1 0 DISPOSE: PROC (LIST);
405480 2 0 DCL (LIST,PNOW,PLAST) PTR;
405500 2 0 PNOW = LIST;
405510 2 0 DO WHILE (PNOW ^= NULL);
405520 2 1 PLAST = PNOW;
405530 2 1 PNOW = PNOW -> ATTRIB.NEXT;
405540 2 1 FREE PLAST -> ATTRIB;
405550 2 1 END;
405560 2 0 LIST = NULL ();
405580 2 0 END DISPOSE;
```

```
XE05460
XE05470
XE05480
XE05490
XE05500
XE05510
XE05520
XE05530
XE05540
XE05550
XE05560
XE05570
XE05580
XE05590
```

NUMBER	LEV	NT	
405600	1	O	MUNION: PROC;
405620	2	O	DCL (I,J) FIXED; STOP BIT (1);
405650	2	O	COPY_COUNT = 0;
405660	2	O	CALL LOCATEKEYS;
405670	2	O	DO I = 1, 2;
405680	2	I	DO J = 1 TO 15;
405690	2	I	ATAIL (I,J) = ENTITY (ENTITY (CUR_ES).N_PARENT (1))
			.ATTR (J).LIST;
405710	2	I	END;
405720	2	I	END;
405730	2	O	ATAIL (O,*) = NULL ();
405740	2	O	NEWLVL (*,*) = O;
405750	2	O	DO WHILE (ATAIL (1,1) ^= NULL ());
405760	2	I	CALL COPYSET (ENTITY (CUR_ES).N_PARENT (1),
			1.
			ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*);
405790	2	I	END;
405800	2	O	DO WHILE (ATAIL (2,1) ^= NULL ());
405810	2	I	DO I = 1 TO 15;
405820	2	I	ATAIL (1,I) = ENTITY (ENTITY (CUR_ES).N_PARENT (1))
			.ATTR (I).LIST;
405840	2	I	END;
405850	2	I	NEWLVL (1,*) = O;
405860	2	I	STOP = 'O'B;
405870	2	I	DO WHILE (^STOP & ATAIL (1,1) ^= NULL ());
405880	2	I	STOP = IUMATCH (ENTITY (CUR_ES).VES_PAR -> N_MAP);
405890	2	I	CALL SKIPSET (ENTITY (CUR_ES).N_PARENT (1,1));
405900	2	I	END;
405910	2	I	IF STOP THEN
			CALL SKIPSET (ENTITY (CUR_ES).N_PARENT (2),2);
405930	2	I	ELSE
			CALL COPYSET (ENTITY (CUR_ES).N_PARENT (2),
			2.
			ENTITY (CUR_ES).VES_PAR -> N_MAP (2).NUM (*);
405970	2	I	END;
405980	2	O	ENTITY (CUR_ES).DEPTH = COPY_COUNT;
406000	2	O	END MUNION;

NUMBER LEV NT

```

406030   1   0  MINTER: PROC;
          XEC06030
          XEC06040
          XEC06050
          XEC06060
          XEC06070
          XEC06080
          XEC06090
          XEC06100
          XEC06110
          XEC06120
          XEC06130
          XEC06140
          XEC06150
          XEC06160
          XEC06170
          XEC06190
          XEC06200
          XEC06210
          XEC06220
          XEC06230
          XEC06240
          XEC06250
          XEC06260
          XEC06270
          XEC06280
          XEC06290
          XEC06300
          XEC06310
          XEC06320
          XEC06330
          XEC06340
          XEC06350
          XEC06360
          XEC06370

406050   2   0  DCL 1 FIXED;
          STOP BIT (1);
          XEC06050
          XEC06060
          XEC06070
          XEC06080
          XEC06090
          XEC06100
          XEC06110
          XEC06120
          XEC06130
          XEC06140
          XEC06150
          XEC06160
          XEC06170
          XEC06180
          XEC06190
          XEC06200
          XEC06210
          XEC06220
          XEC06230
          XEC06240
          XEC06250
          XEC06260
          XEC06270
          XEC06280
          XEC06290
          XEC06300
          XEC06310
          XEC06320
          XEC06330
          XEC06340
          XEC06350
          XEC06360
          XEC06370

406080   2   0  COPY_COUNT = 0;
          CALL LOCATEKEYS;
          DO I = 1 TO 15;
          ATAIL (1,1) = ENTITY (ENTITY (CUR_ES).N_PARENT (1)).ATTR (1).LIST;
          END;
          2   1
          ATAIL (0,*) = NULL ();
          NEWLVL (*,*) = O;
          DO WHILE (ATAIL (1,1) ^= NULL ());
          DO I = 1 TO 15;
          ATAIL (2,1) = ENTITY (ENTITY (CUR_ES).N_PARENT (2));
          END;
          NEWLVL (2,*) = O;
          STOP = '0'B;
          DO WHILE (^STOP & ATAIL (1,1) ^= NULL ());
          STOP = IUMATCH (ENTITY (CUR_ES).VES_PAR -> N_MAP);
          CALL SKIPSET (ENTITY (CUR_ES).N_PARENT (2),2);
          END;
          IF STOP THEN
          CALL COPYSET (ENTITY (CUR_ES).N_PARENT (1),
          ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*));
          ELSE
          CALL SKIPSET (ENTITY (CUR_ES).N_PARENT (1),1);
          END;
          ENTITY (CUR_ES).DEPTH = COPY_COUNT;
          END MINTER;
          XEC06080
          XEC06090
          XEC06100
          XEC06110
          XEC06120
          XEC06130
          XEC06140
          XEC06150
          XEC06160
          XEC06170
          XEC06180
          XEC06190
          XEC06200
          XEC06210
          XEC06220
          XEC06230
          XEC06240
          XEC06250
          XEC06260
          XEC06270
          XEC06280
          XEC06290
          XEC06300
          XEC06310
          XEC06320
          XEC06330
          XEC06340
          XEC06350
          XEC06360
          XEC06370

```

NUMBER LEV NT

```

406380 1 0 SINGLE: PROC;
406400 2 0 DCL 1 ENTMAP (2);
406420 2 0 DCL (I,J) FIXED;
        STOP BIT (1);

406450 2 0 COPY COUNT = 0;
        ENTITY (O) = ENTITY (CUR_ES);
        ENTITY (CUR_ES).ATTR (*).LIST = NULL ();
        DO I = 1 TO 15;
          ENTMAP (*).NUM (I) = I;
          ATAIL (I,I) = ENTITY (O).ATTR (I).LIST;
        END;
406500 2 1 ATAIL (O,*) = NULL ();
406520 2 0 NEWLVL (*,*) = O;
        DO WHILE (ATAIL (*,1) ^= NULL ());
          IF ATAIL (*,1) -> ATTRIB.ITEM ^= ':EMPTYFILL' THEN DO:
            ATAIL (2,*) = ATAIL (*,*);
            NEWLVL (2,*) = NEWLVL (1,*);
            CALL SKIPSET (O,2);
            STOP = 'O';
          DO WHILE ('STOP & ATAIL (2,1) ^= NULL ());
            IF ATAIL (2,1) -> ATTRIB.ITEM ^= ':EMPTYFILL' THEN
              STOP = TUMATCH (ENTMAP);
              CALL SKIPSET (O,2);
            END;
            IF STOP THEN
              ATAIL (1,1) -> ATTRIB.ITEM = ':EMPTYFILL';
        END;
406600 2 2 CALL SKIPSET (O,1);
406610 2 3 XEC06590
406630 2 3 XEC06600
406640 2 3 XEC06610
406650 2 2 XEC06620
406670 2 2 XEC06630
406680 2 1 XEC06640
406690 2 1 XEC06650
406700 2 0 XEC06660
        DO I = 1 TO 15;
          ATAIL (I,I) = ENTITY (O).ATTR (I).LIST;
        END;
406710 2 1 XEC06670
406720 2 1 XEC066720
406730 2 0 NEWLVL (1,*) = O;
        DO WHILE (ATAIL (1,1) ^= NULL ());
          IF ATAIL (1,1) -> ATTRIB.ITEM ^= ':EMPTYFILL' THEN
            CALL SKIPSET (O,1);
          ELSE
            CALL COPYSET (O,
                          ENTMAP (1).NUM (*));
406810 2 1 XEC06810
406820 2 0 XEC06820
406830 2 1 XEC06830
406840 2 1 XEC06840
406850 2 0 XEC06850

```

PL/I OPTIMIZING COMPILER

EXECUTE: PROC (XTREE, ENTITY, XCHANGE);

NUMBER LEV NT

406870 2 0 END SINGLE;

XECO6870
XECO6880
XECO6890

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NUMBER	LEV	NT	
406900	1	0	CRTESN. PROC;
406920	2	0	DCL (1.N.REPEATVAL) FIXED;
406940	2	0	COPY_COUNT = 0;
406950	2	0	DO I = 1 TO 15;
406960	2	1	ATAIL (2,1) = ENTITY (ENTITY (CUR_ES).N_PARENT (1)).ATTR (1).LIST;
406970	2	1	END;
406980	2	0	ATAIL (0,*) = NULL;
406990	2	0	NEWLVL (*,*) = 0;
407000	2	0	REPEATVAL = ENTITY (ENTITY (CUR_ES).N_PARENT (2)).DEPTH;
407010	2	0	DO WHILE (ATAIL (2,1) ^= NULL ());
407020	2	1	DO N = 1 TO REPEATVAL;
407030	2	2	ATAIL (1,*) = ATAIL (2,*);
407040	2	2	NEWLVL (1,*) = 0;
407050	2	2	CALL COPYSET (ENTITY (CUR_ES).N_PARENT (1),
		1.	ENTITY (CUR_ES).VES_PAR -> N_MAP (1).NUM (*);
407080	2	2	END;
407090	2	1	CALL SKIPSET (ENTITY (CUR_ES).N_PARENT (1),2);
407100	2	1	END;
407110	2	0	ENTITY (CUR_ES).DEPTH = COPY_COUNT;
407120	2	0	DO I = 1 TO 15;
407130	2	1	ATAIL (1,I) = ENTITY (ENTITY (CUR_ES).N_PARENT (2)).ATTR (1).LIST;
407140	2	1	END;
407150	2	0	ATAIL (0,*) = NULL ();
407160	2	0	NEWLVL (*,*) = 0;
407170	2	0	REPEATVAL = ENTITY (ENTITY (CUR_ES).N_PARENT (1)).DEPTH;
407180	2	0	DO N = 1 TO REPEATVAL;
407190	2	1	ATAIL (2,*) = ATAIL (1,*);
407200	2	1	NEWLVL (2,*) = 0;
407210	2	1	DO WHILE (ATAIL (2,1) ^= NULL ());
407220	2	2	CALL COPYSET (ENTITY (CUR_ES).N_PARENT (2),
		2.	ENTITY (CUR_ES).VES_PAR -> N_MAP (2).NUM (*);
407250	2	2	END;
407260	2	1	END CRTESN;
407280	2	0	END;

NUMBER	LEV	NT	
407310	1	0	SKIPSET: PROC (SK_ENT, ENT_NUM); XEC07310 XEC07320
407330	2	0	DCL (SK_ENT, ENT_NUM, I, LVL_LIM) FIXED; XEC07320 XEC07330
407350	2	0	DO I = 1 TO 15 WHILE (ENTITY (SK_ENT).ATTR (I).USES ^= ''); XEC07340 XEC07350
407360	2	1	IF ENTITY (SK_ENT).ATTR (I) SING OCC THEN XEC07360 XEC07370
			LVL_LIM = NEWLVL (ENT_NUM, I) + 1; XEC07380
407380	2	1	ELSE XEC07390 XEC07400 XEC07410 XEC07420 XEC07430 XEC07440 XEC07450 XEC07460 XEC07470 XEC07480
			LVL_LIM = NEWLVL (ENT_NUM, ENTITY (SK_ENT).ATTR (1).A_PARENT); DO WHILE (ATAIL (ENT_NUM, I) ^= NULL ()) & ATAIL (ENT_NUM, I) -> ATTRIB.LEVEL <= LVL_LIM); NEWLVL (ENT_NUM, I) = NEWLVL (ENT_NUM, I) + 1; ATAIL (ENT_NUM, I) = ATAIL (ENT_NUM, I) -> ATTRIB.NEXT;
407400	2	1	END; END; END; END;
407420	2	2	END;
407430	2	2	END;
407440	2	2	END;
407450	2	1	END;
407470	2	0	END SKIPSET;

NUMBER LEV NT

```

407490 1 0 COPYSET: PROC (PAR_ENT, PAR_NUM, MAP_NUM):
        XEC07490
        XEC07500
        XEC07510
        XEC07520
        XEC07530
        XEC07540
        XEC07550
        XEC07560
        XEC07570
        XEC07580
        XEC07590
        XEC07600
        XEC07610
        XEC07620
        XEC07630
        XEC07640
        XEC07650
        XEC07660
        XEC07670
        XEC07680
        XEC07690
        XEC07700
        XEC07710
        XEC07720
        XEC07730
        XEC07740
        XEC07750
        XEC07760
        XEC07770
        XEC07780
        XEC07790
        XEC07800
        XEC07810
        XEC07820
        XEC07830
        XEC07840
        XEC07850
        XEC07860
        XEC07870
        XEC07880
        XEC07890

407510 2 0 DCL (PAR_ENT, PAR_NUM, I, LVL_ST, LVL_LIM, OLDLVL (0:2,15)) FIXED;
407520 2 0 DCL MAP_NUM (15) FIXED;
407530 2 0 DCL P PTR;
407550 2 0 OLDLVL (*.*) = NEWLVL (*.*);
407560 2 0 DO I = 1 TO 15 WHILE (ENTITY (CUR_ES).ATTR (I).USES ^= '');
407570 2 1 IF MAP_NUM (I) > 0
        & ENTITY (PAR_ENT).ATTR (MAP_NUM (I)).SING_OCC THEN DO;
407590 2 2 LVL_ST OLDLVL (PAR_NUM, MAP_NUM (I));
        LVL_LIM = NEWLVL (PAR_NUM, MAP_NUM (I)) + 1;
407600 2 2 END;
407610 2 2 ELSE DO;
407620 2 1 LVL_ST = OLDLVL (PAR_NUM,
        ENTITY (PAR_ENT).ATTR (MAP_NUM (I)).A_PARENT);
407630 2 2 LVL_LIM = NEWLVL (PAR_NUM,
        ENTITY (PAR_ENT).ATTR (MAP_NUM (I)).A_PARENT);
407650 2 2 END;
407670 2 2 DO WHILE (ATTRIB (PAR_NUM, MAP_NUM (I)) ^= NULL ())
        & ATAIL (PAR_NUM, MAP_NUM (I)) -> ATTRIB.LEVEL <= LVL_LIM);
407680 2 1 NEWLVL (O,I) = NEWLVL (O,I) +
        NEWLVL (PAR_NUM, MAP_NUM (I)) = NEWLVL (PAR_NUM, MAP_NUM (I)) + 1;
407700 2 2 ATTRIB.ATRIB_SET (P);
407710 2 2 P -> ATTRIB.ITEM = ATAIL (PAR_NUM, MAP_NUM (I)) -> ATTRIB.ITEM;
407720 2 2 P -> ATTRIB.LEVEL = OLDLVL (O,I)
        + ATAIL (PAR_NUM, MAP_NUM (I)) -> ATTRIB.LEVEL;
407730 2 2 END;
407740 2 2 IF ENTITY (CUR_ES).ATTR (I).LIST = NULL () THEN
        ENTITY (CUR_ES).ATTR (I).LIST = P;
407750 2 2 ELSE
        ATAIL (O,I) -> ATTRIB.NEXT = P;
407760 2 2 ATAIL (O,I) = P;
        ATAIL (PAR_NUM, MAP_NUM (I)) = ATAIL (PAR_NUM, MAP_NUM (I))
        -> ATTRIB.NEXT;
407770 2 2 END;
407780 2 2 COPY_COUNT = COPY_COUNT + 1;
407790 2 2 END COPYSET;
407800 2 0 END COPYSET;

```

NUMBER	LEV	NT	
407900	1	0	COPYALL: PROC (FR_ENT);
407920	2	0	DCL (FR_ENT, I, J) FIXED;
407940	2	0	ENTITY (CUR_ES).DEPTH = ENTITY (FR_ENT).DEPTH;
407950	2	0	ENTITY (CUR_ES).ATTR (*).VES_KEY = ENTITY (FR_ENT).ATTR (*).VES_KEY;
407960	2	0	ENTITY (CUR_ES).ATTR (*).CART_KEY = ENTITY (FR_ENT).ATTR (*).CART_KEY;
407970	2	0	ENTITY (CUR_ES).ATTR (*).SING_OCC = ENTITY (FR_ENT).ATTR (*).SING_OCC;
407980	2	0	ENTITY (CUR_ES).ATTR (*).A_PARENT = ENTITY (FR_ENT).ATTR (*).A_PARENT;
407990	2	0	ENTITY (CUR_ES).ATTR (*).USES = ENTITY (FR_ENT).ATTR (*).USES;
408000	2	0	DO I = 1 TO 15 WHILE (ENTITY (FR_ENT).ATTR (I).USES ^= ',');
408010	2	1	0 = ENTITY (FR_ENT).ATTR (I).LIST;
408020	2	1	DO WHILE (Q ^= NULL ());
408030	2	2	ALLOCATE ATTRIB SET (P);
408040	2	2	P -> ATTRIB.ITEM = Q -> ATTRIB.ITEM;
408050	2	2	P -> ATTRIB.LEVEL = Q -> ATTRIB.LEVEL;
408060	2	2	IF ENTITY (CUR_ES).ATTR (I).LIST ^= NULL () THEN
			ENTITY (CUR_ES).ATTR (I).LIST = P;
408080	2	2	ELSE
			TAILP -> ATTRIB.NEXT = P;
408100	2	2	TAILP = P;
408110	2	2	Q = Q -> ATTRIB.NEXT;
408120	2	2	END;
408130	2	1	TAILP -> ATTRIB.NEXT = NULL ();
408140	2	1	END;
408160	2	0	END COPYALL;

XE07900
 XEC07910
 XEC07920
 XEC07930
 XEC07940
 XEC07950
 XEC07960
 XEC07970
 XEC07980
 XEC07990
 XEC08000
 XEC08010
 XEC08020
 XEC08030
 XEC08040
 XEC08050
 XEC08060
 XEC08070
 XEC08080
 XEC08090
 XEC08100
 XEC08110
 XEC08120
 XEC08130
 XEC08140
 XEC08150
 XEC08160
 XEC08170

NUMBER	LEV	NT	
408180	1	0	IUMATCH: PROC (ENTMAP) RETURNS (BIT (1)); XECOB180 XECOB190
408200	2	0	DCL 1 ENTMAP (2); XECOB200 XECOB210
		2	NUM (15) FIXED; XECOB220 XECOB230
408230	2	0	DO I = 1 TO 15 WHILE ((KEYSET (1)) ^= 0); XECOB240 XECOB250
408240	2	1	IF ATAIL (1, ENTMAP (1).NUM (KEYSET (1))) -> ATTRIB.ITEM ^= ATAIL (2, ENTMAP (2).NUM (KEYSET (1))) -> ATTRIB.ITEM THEN XECOB260 XECOB270
			RETURN ('0'B);
408270	2	1	END; XECOB280
408280	2	0	RETURN ('1'B); XECOB290
408300	2	0	END IUMATCH; XECOB300 XECOB310

NUMBER	LEV	NT
408320	1	O LOCATEKEYS: PROC;
408340	2	O DCL (I,J) FIXED;
408360	2	O KEYSET (*) = 0;
408370	2	O J = 0;
408380	2	O DO I = 1 TO 15 WHILE (ENTITY (CUR_ES).ATTR (I).USES ~= ..);
408390	2	I IF ENTITY (CUR_ES).ATTR (I).VES_KEY THEN DO;
408400	2	J = J + 1;
408410	2	KEYSET (J) = 1;
408420	2	END;
408430	2	1 END;
408450	2	O END LOCATEKEYS;

XEC08320
XEC08330
XEC08340
XEC08350
XEC08360
XEC08370
XEC08380
XEC08390
XEC08400
XEC08410
XEC08420
XEC08430
XEC08440
XEC08450
XEC08460

NUMBER	LEV	NT
408470	1	O DECRESET: PROC;
408490	2	O DCL ENTMAP_NUM (15) FIXED;
408500	2	O DCL I FIXED;
408510	2	O DCL P PTR;
408530	2	O COPY COUNT = 0;
408540	2	O ENTITY (O) = ENTITY (CUR_ES);
408550	2	O ENTITY (CUR_ES).ATTR (*).LIST = NULL ();
408560	2	DO I = 1 TO 15;
408570	2	ENTMAP_NUM (I) = 1;
408580	2	ATAIL (1,I) = ENTITY (O).ATTR (I).LIST;
408590	2	END;
408600	2	ATAIL (O,*) = NULL ();
408610	2	NEWLVL (*,*) = O;
408620	2	P = SLCLIST;
408630	2	DO WHILE (P ^= NULL ());
408640	2	IF P -> ATTRIB.ITEM = ':TRUE' THEN
		CALL COPYSET (O,
		1,
		ENTMAP_NUM (*));
408680	2	1 ELSE
		CALL SKIPSET (O,1);
408700	2	1 END;
408710	2	1 P = P -> ATTRIB.NEXT;
408720	2	0 DO I = 1 TO 15 WHILE (ENTITY (O).ATTR (I).LIST ^= NULL ());
408730	2	1 CALL DISPOSE (ENTITY (O).ATTR (I).LIST);
408740	2	1 END;
408750	2	0 ENTITY (CUR_ES).DEPTH = COPY_COUNT;
408770	2	0 END DECRSET;

NUMBER	LEV	NT
408790	1	0 GETS: PROC (LIST,TERM_ITEM) RETURNS (BIT (1));
408810	2	DCL LIST CHAR (*) VAR, TERM_ITEM CHAR (1), RTN_LIST CHAR (30) VAR, I FIXED;
408860	2	I = INDEX (LIST,TERM_ITEM);
408870	2	IF I = 0 THEN DO; RTN_LIST = LIST;
408880	2	LIST = '';
408890	2	END;
408900	2	ELSE DO; RTN_LIST = SUBSTR (LIST,1,I - 1); LIST = SUBSTR (LIST,I + 1);
408910	2	END;
408920	2	RETURN (RTN_LIST);
408930	2	
408940	2	
408950	2	
408970	2	END GETS;

PL/I OPTIMIZING COMPILER

EXECUTE: PROC (XTREE, ENTITY, XCHANGE);

NUMBER LLEV NT

40890 1 0 END EXECUTE;

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XECOB990

**DATE
ILME**